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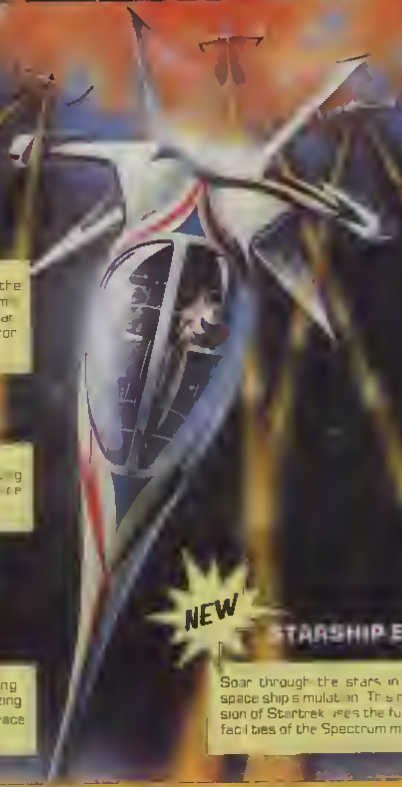

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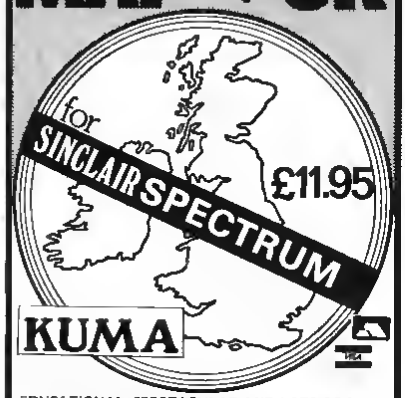

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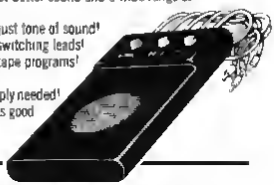

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CONTENTS

Letters 8

Is someone out there having the same problems as you? What does everyone think of the latest software on the market? Has anyone found anything about their machine that you haven't found on yours? This is the place to look

Better Programming . . . 13

Robert Speal has a new book out this month called Better Programming on your Spectrum and ZX81. We present a sneak preview

Air Raid 18

Have an explosive time on your ZX81 with this program written for us by Stephen Ormrod

Sinclair Software For Your '81 24

Nick Pearce checks out the latest software titles from the Sinclair stable. Do they come up to scratch?

Adding On Your Spectrum 27

If you thought the ZX Spectrum was an 'all singing, all dancing' micro, just wait until you see it in action with some of the peripherals available. You'll almost believe a micro can fly

Sheepdog Trial . . . 36

Not so much of a trial, but Guy Morgan definitely assumed you'd enjoy a tactical game when he wrote this program on his ZX81

Machine Code Tutor 40

Stand up all those who don't understand machine code. Well, don't just stand there — sit down and read this article!

F.A. Cup 44

It's on the road to Wembley with this fun listing from GL Maynard for you and your Spectrum

The Learning Process 48

An educational package which comprises a book and a cassette as part of the learning process? James Walsh takes a look and reports back with his impressions

Clocking On 51

Got the inclination? Then, just type this into your Spectrum and, thanks to Ben Rimmer, you'll soon have the time

News 53

All the news from Sinclair Research, the latest software and hardware announcements. Read it here first

Club Corner 58

Another selection of user clubs dedicated to the Sinclair computers, eager for your attention and support

Battleships 60

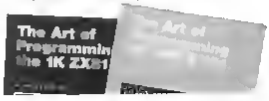
Anchors aweigh, Spectrum at the ready and it's off to sea. A splendid adaptation of the classic old favourite from Jeff Hamilton

Stock Control 65

Keep your business stock in order with this fine program written by Neil Streeter. Although written for the ZX81 there are notes on conversion to the Spectrum

Bookshelf 68

Patrick Cain dons his reading glasses and pores over another selection of computer books for your library



Machine Code Colour Graphics 74

Robert Erskine takes on the challenging subject of creating colour graphics on his Spectrum using machine code — not for those of a nervous disposition!

MPUTING

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The Hobbit 76

You've read the book and seen the film now play the computer game on your ZX Spectrum Phil Garrett takes us on a guided tour of Middle Earth

Horsing About . . . 79

Andrew Hesleim saddles up his ZX80 with this horse race game

Competition 81

Your chance to win a library of books for your Spectrum library All you have to do is to tell us where the authors are

Into The Fourth Dimension 83

If you thought that three dimensions were enough for a computer game then join Phil Garratt as he delves into the fourth dimension

Adding Interest To Your Programs — part one 84

Tim Hartnell programming author extraordinaire begins a two part feature on how to make your programs that bit more interesting

Spectramon — part one 88

The first part of a feature by Simon Goodwin in which he explains the workings of his incredible disassembler listing for the 48K Spectrum

On Target 92

Timothy Panell presents a double bill of programs for your ZX81

Asteroids Ahead . 94

Watch out for the asteroids as you steer your spaceship through deepest space A program for your Spectrum by Clyde Bish

User Character Set 98

Define a whole new set of characters on your ZX81 with a little bit of help from David Mold, of course

ZX-CESIL 2 — part one 104

John Miller begins his adaptation of the educational computer language CESIL 2

Number Tumbler 108

Watch those numbers tumble in this game of chance from Mark Berke

Circuit Sketch . . . 111

The perfect program for the electronic hobbyist An electrifying listing for your Spectrum written by GL Maynard

It's All A Game . . . 114

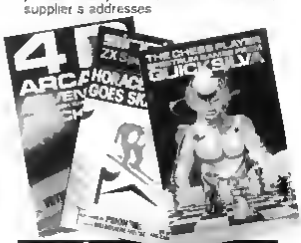
James Walsh compares a selection of the latest arcade style software packages for the ZX Spectrum

Mastering Machine Code On Your Spectrum 118

This issue Toni shows you how to make music on your Spectrum using machine code

Software Selection 122

A comprehensive guide to the software market for the ZX81 and Spectrum computers Complete with details of price etc you'll also find a list of supplier's addresses



Machine Specifications . . 133

A reference guide to the Sinclair range of products It's all here

ZX Computing is constantly on the look out for well-written articles and programs If you think that your efforts meet our standards please feel free to submit your work in us for consideration

All submitted material should be typed if possible handwritten work will be considered but please use your neatest handwriting Any programs submitted should be listed a cassette of your program alone will not be considered All programs must come complete with a full explanation of the operation and where relevant the structure Spectrum programs should be accompanied with a cassette of the program (which will be returned) as well as the listing

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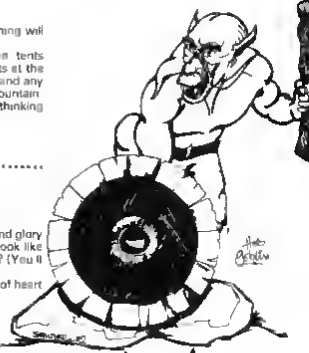

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Welcome

Hello there glad you could join me for another ZX Computing as usual stacked with information for your Sinclair computer

In this our sixth issue there is the usual mix of programs for your Spectrum, ZX81 and ZX80 covering a wide range of interests such as business domestic, educational games and utilities There are also articles and programs specifically written to help the beginner master the art of programming and others to further develop the skills of the experienced Sinclair user

Inside information

Before you start flicking through the pages of this magazine to savour the contents let me first whet your appetite

As more of you are flexing your programming skills on your Spectrums so more of you are sending in your programs for possible publication in ZX Computing And I m happy to say that the standard set so far has been very high This is more than borne out by programs such as Circuit sketch by G L Maynard and Battleships by Jeff Hamilton

I am also pleased to include the first part of a two part article called Spectramon This article introduces you to Simon Goodwin s incredible disassembler program for the ZX Spectrum the full listing of which will appear in the next issue

Of course that s not to say that the quality of ZX81 programs has in any way diminished We are including some strong programs for this computer including Stock control, a fine business listing written by Neil Streeter which could benefit any company, and Sheepdog trial by Guy Morgan and Air raid by Stephen Ormrod for a bit of fun

And for all those would be machine code masters Toni Baker continues her excellent series on getting to grips with machine code on your Spectrum with some hints on making music Also Mark Wenham delves deep into the mysterious world of machine code to bring us an easier method of making sense of certain instructions

As usual our reviewers have been up to their necks in the latest software and publications for the ZX81 and ZX Spectrum and their reports are included with in these pages Also turn to the news pages for what s new in software hardware and computer clubland

Speciality of the house

This issue contains a couple of special features which I hope will prove useful in your assessment of the ZX market

The first is a brief guide to hardware add ons for the ZX Spectrum In this feature our review team takes a quick look at the various pieces of hardware complete with details of operation and ease of installation Although it had been initially planned to include keyboards in this feature there was so much hardware available that to do the keyboards justice we will be looking at them in detail in a forthcoming issue

Our other special feature this issue is the Software selection In what must be one of the most comprehensive guides to ZX software you will find the titles names of the publishers amount of memory required to run each program and the price of the package There is also a list of the supplier s addresses so that you can make further enquiries

Contributions

We are always on the lookout for good programs and articles for future issues of *ZX Computing* and where better to look then to our own readers If when reeding through the magazine you think you can write programs as well or better than our present contributors then let s hear from you

All contributions are of course, paid for at very competitive rates So if you ve got your eye on a new ZX add on or you d just like to supplement your pocket money get writing! It is vital though that all the programs you send to us are totally original and not borrowed or 'adapted from other magazines or books (When Tim Hartnell was sitting in the Editor s chair he even received original contributions he himself had written for his own books!)

Any kind of program (business domestic educational or just fun) will be welcomed but particularly those which use ZX BASIC in clever and efficient ways or those which employ certain routines which can be re used in other programs

Program listings are vital along with a clear explanation of how the program is constructed what it does and what the user can expect to see once the program is RUN (a screen dump is particularly valuable in this respect) When submitting Spectrum programs it is very important to remember to enclose a cassette of the program as well as the listing as this will allow us to check the program before publication

Lastly...

I wish you many hours of enjoyment with this magazine And with that it s now time for you to switch on your computer system and get down to the serious business of making the most of your micro with *ZX Computing*

Roger Munford

Sound advice

Dear ZX Computing
With regard to our program 'Time Gate', for the 48K ZX Spectrum, we have had a number of enquiries from customers telling us that the program crashes once LOADed. This may well be a fault on the ZX Spectrum and the way it deals with sound in machine code routines, rather than any fault with our software.

Thus, with each copy of 'Time Gate', we are including the following paragraph as part of the instructions:

'The programs should RUN automatically once LOADed. If the program LOADs then crashes, then your Spectrum may be at fault and should be returned to Sinclair Research for examination. If this is the case, the crash will usually occur immediately, but on some machines problems may only appear when they warm up. This problem will not generally show up on programs written in BASIC or small machine code programs which lack sound.'

Yours faithfully,

Quicksilva
82 Northam Road
Southampton
SO2 0PB

Extra, extra

Dear ZX Computing
I have followed up your modification ideas for the game 'Swappo' as published in the first issue of ZX Computing. Here is a program listing of the original program plus my modifications.

My lowest score for this game is 5.

Yours faithfully,

Mark Colson
Horncastle
Lincs.

```
  1 LET F$=
  2 LET X=100
 10 DIM A(9)
 20 FOR Z=1 TO 9
 30 LET A=INT (RND*9)+1
 40 IF Z=1 THEN GOTO 80
 50 FOR J=1 TO Z-1
 60 IF A(J)=A THEN GOTO 30
 70 NEXT J
 80 LET A(Z)=A
 90 NEXT Z
 95 LET B=0
 97 PRINT AT 6,5;
100 FOR S=1 TO 9
110 PRINT A(S)
120 NEXT S
130 PRINT
140 PRINT
205 PRINT "ENTER NUMBER TO REVE
RSE, MOVE" B+1
207 PRINT AT 10,0;                    "
210 INPUT J
215 PRINT AT 8,0;'
220 IF J<1 OR J>9 THEN GOTO 210
260 LET K=(J+1)/2
270 FOR Z=1 TO K
280 LET A=A(Z)
285 LET A(Z)=A(J+1-Z)
287 LET A(J+1-Z)=A
290 NEXT Z
295 LET B=B+1
300 FOR Z=1 TO 9
310 IF A(Z)<>Z THEN GOTO 97
320 NEXT Z
325 PRINT AT 6,6;"1234567
330 PRINT AT 8,0;"IT TOOK YOU
5 ' MOVES
331 IF B=X THEN GOSUB 500
332 IF B>X THEN PRINT AT 10,0;
"RD LUCK"
335 IF B=X THEN PRINT AT 0,0;"L
QUEST SCORE",    F$;X;I$;
336 IF B>X THEN GOSUB 500
337 IF B<X THEN PRINT AT 0,0;"
LQUEST SCORE",    F$;X
338 IF B<X THEN PRINT AT 0,0;"L
QUEST SCORE",    F$;X
339 PRINT AT 20,0;"PRESS ANY KE
 TO START AGAIN"
340 PAUSE 4E4
341 PRINT AT 6,6;                    ;F
 6,0;
          AT 10,0;
350 PRINT AT 20,0;

360 GOTO 10
500 PRINT
505 LET X=B
510 PRINT "YOUR SCORE IS THE LO
WEST , PLEASE ENTER YOUR NAME"
520 INPUT F$
530 CLS
540 RETURN
600 PRINT
610 PRINT "YOUR SCORE IS THE SA
ME AS ",F$;" PLEASE ENTER YOUR NA
ME"
620 INPUT I$
630 CLS
640 RETURN
```

The program listing of the original Swappo game plus Mark's modifications

Anyone for bridge?

I wonder if any of your readers could help me with a ZX81 programming problem?

I am in the process of writing a bridge program which will allow the player to bid and play a game of bridge against the computer. The problem arises as follows.

It is easy enough to instruct the computer that if four people play, say, the 2, 3, 4 and 5 of Spades in a given trick, the 5 will win because it is the highest. What is much harder is to organise matters so that if the players play the Jack, Queen, King and Ace of a certain suit (represented by J, Q, K and A) the Ace will win the hand. In the language of Sinclair, seniority of letters are in alphabetical order: thus Q is greater than K, K is greater than J, and J is greater than A.

What is required is a machine code routine which will rearrange the alphabet in such a way that A is greater than K, K is greater than Q, and Q is greater than J. Because the 10 is the only card with two digits, this also needs to use a separate letter (with suitable seniority) to denote it.

If anyone is able to help me with this problem, I would be most grateful. There are, of course, many ways around this problem other than re-arranging the alphabet, but they take up rather a lot of memory space — can anyone help?

Yours faithfully,

R Wheen,
London W11

Checkers cheating

Dear ZX Computing
I've only had my ZX81 for three weeks now, but as soon as I bought my 16K RAM Pack I tried your 'Corner checkers' program in the October/November issue of ZX Computing.

I decided to sit down and write some additional lines to prevent anyone cheating. Here is an explanation of what the program does:

Line 7062 — Only allows you to move one of your pieces and only to an empty square.

Line 7066 — Allows moves of one square only

Line 7098 — Prohibits moves of more than two squares

Line 7075 — Only allows moves of two squares if they are legitimate 'capture' moves

Line 7199 — Necessary to return from the subroutine but delete line 7900

Here is my additional program

```
7062 IF A(A) <> H OR A(B)
     <>E THEN GOTO
     7200
7064 LET Q = ABS(A-B)
7065 IF Q=9 OR Q=11
     THEN GOTO 7070
7066 IF Q >22 THEN GOTO
     7200
7076 IF Q >11 AND A
     (A+B)/2)<> C THEN
     GOTO 7200
7199 RETURN
7200 PRINT AT 0 6;
     "CHEAT"
7210 PAUSE 100
7220 PRINT AT 0 0; "NOW
     TRY A LEGAL MOVE"
7230 PAUSE 100
7240 PRINT AT
     0 0;"
7250 GOTO 7010
```

Thanks for an entertaining magazine
Yours faithfully

Stephen Green
Lenwade
Norfolk

Redesign required

Dear ZX Computing,
I think you may find the following interesting

I recently bought a ZX81 and after about a week I splashed out yet more cash on what I thought was the best looking RAM pack the Memotech model. After a number of 'phone calls I found one in West Ealing and I went and bought it

I got home powered up the micro with the new RAM pack and all I got was a picture covered in small rapidly moving dots. Twice I returned the RAM pack to the shop where I bought it and each time got the same picture

Eventually I rang up Memotech in Oxford and spoke to a Technical Adviser who told me that the strange display was due to a redesign by Sinclair Research in November 1982. He then told me to send my RAM pack back to Memotech and they would modify it to work with the new ZX81s

I just wonder how many people have had a ZX81 for Christmas which was built after November 1982 and are having the same problem. I think Memotech should say something about this incompatibility thus stopping people like me from spending a fortune on transport fares to get one that works
Yows faihfully

G Sheckleford,
Eastcote
Middlesex

● *I had word with a spokesperson from Memotech as soon as I received this letter and was told that the problem with the redesigned ZX81 and Memotech RAM packs has now been overcome. Memotech would like to offer their apologies for the inconvenience to any of their customers and would suggest that any RAM packs in need of modification should be sent directly to their offices. The address to send your RAM pack to, should it be incompatible to your ZX81, is*

Memotech Ltd,
Witney,
Oxon OX8 6BX

The bugs are biting...

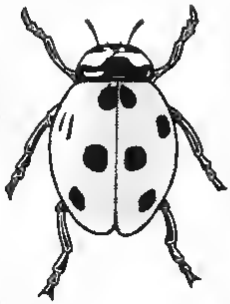
Dear ZX Computing
I would like to advice you of an error in your Oct/Nov 1982 issue of ZX Computing. One of the lines of 'Ground to Air Missile' on page 41 was wrong

Line 14 should have read

14 LET Y=Y+(2=VAL" 1")-(X=VAL"0")

Hope this has been of help.
Yours faithfully

Laurence Buckley
County Cork
Ireland



And again...

Dear ZX Computing,
May I draw attention to an apparent mistake in an article in the Dec/Jan issue of ZX Computing

On page 106 during an article on board games my ZX81 does not seem to realise it has lost a piece unless I insert a line such as

7132 LET A((10*(A1+B1)/2)+(A2+B2)/2) =CODE" "

Everything else now seems to work OK
Yours faithfully

B W Youngs,
Stonesfield
Oxford

Out of memory error

Dear ZX Computing
Could you please tell your readers about a problem which can arise after using a machine code program on the ZX Spectrum

If you attempt to LOAD a reasonably long program immediately afterwards the title is printed onto the screen, followed by the message 'H out of memory 0 1'. If the program does LOAD, it may crash with a similar message when it is being RUN. Machine code programs usually leave the Spectrum with the system variable RAMtop set to a relatively low value. Even after pressing New and Enter, the machine still believes that it is a 10K or 12K Spectrum

The simplest solution is to turn off the power to the ZX Spectrum after RUNning your Chess, Space Invaders or Gulpman programs. When you turn the machine back on the computer will once more have 16K or 48K of available memory

Alternatively use CLEAR 32599 or CLEAR 65367 to reset RAMtop depending of course whether you have a 16K or 48K ZX Spectrum respectively

This problem may well cause users to believe that a cassette or perfectly satisfactory software product is faulty. Ideally there should be a warning notice on commercially available machine code programs pointing out that after their use the ZX Spectrum will be left with temporary amnesia
Yours faithfully

Jaff Warren
Calpac Computer Software

Fantasy Island

Dear ZX Computing
I must inform you of my success! After only four days of playing 'Fantasy Games' (or more particularly side two of the cassette from Psion Software — Sorcerer's Island) I actually managed to get off the island

As I played the game more, I seemed to lose the urge to get off the island and acquired a need to explore and map the area instead. I have met the Dwarf King and the Grand Sorcerer and explored the Dwarf's underground kingdom and the Sorcerer's castle (situated to the left and right of the lake respectively). I have achieved the rank of master bone grade two (which is higher than grade one) mainly by fighting to get cash, bribing and resting frequently (which gives you back the valuable 10 life points you

Photograph courtesy of The Rank Organisation

lose every time you move)

I found the game very absorbing and as I probably spent more time on this game than your reviewer, Nick Pearce, can I offer the following hint: when you leave the Dwarf's kingdom ask for information!

I think that more information on the inlay card of the tape would have been welcome as I found most of the game had to be learned by trial and error.

Next time Psion, more detail on the fantasy games please.

Yours faithfully

John Shiali
London N19

Fantasy island II

Dear ZX Computing

I have just this evening read a review of Psion's Fantasy Games cassette in your magazine. I found the review well-written and I would like to reassure anyone who may have doubts about escaping from 'Sorcerer's Island' that it is indeed possible.

I would not like to give away the secrets of this work of art but for those in despair, I would like to offer a number of tips without giving the game away.

First, watch out for what you are carrying and anything that you may come across. The names of these items may seem wierd and have little meaning but the right items are important and the names can provide useful hints as to their use. Also watch out for the Balrog, the King of Dwarves and the Grand Sorcerer. They are not what they seem and if treated in the right way can become invaluable allies — however, treat them wrong and you will find them formidable foes.

Last of all, you may travel over the areas marked out as water given the right assistance and when you come across the Ornate Golden Door, you are fairly near the exit.

I feel that knowledge of the above few points should assist any weary, frustrated adventurer in leaving the island without giving away too much.

Thank you Psion, for your 'Fantasy Games' — I thoroughly enjoyed myself.

Yours faithfully,

Michael Carroll
Wexford
Ireland

Printer problem

Dear ZX Computing,

Could any of your readers assist me with a problem. Can the ZX81 Printer be used with a +12V and +5V supply instead of the +9V and +5V supply?

My ZX81 has been much upgraded and the +12V is needed for the RAM. The ZX system I now have has become very complex and I would like to avoid the need to dismantle and install yet another regulator. I have written to Sinclair Research with this question but as yet have had no reply. I would much appreciate some help as I am not happy using the printer until I am sure it will do no harm.

Your faithfully

K Graham
Blackpool
Lancs

A touch of the wobbles?

Dear ZX Computing

Having bought a ZX81 with 16K RAM Pack for my 10 year old daughter six months ago. We have both suffered growing annoyance and frustration with wobble and program crashes.

Hearty laughter ensued on reading the various suggested remedies in last month's edition of ZX Computing.

Opening the RAM Pack and prising the circuit boards apart! Skilled usage of 3/16" hardboard!

The grics of 20th Century technology!

However we still intend to try these primitive measures.

Yours faithfully

R A and S J Hodge
Belgravia
London

The winner...

Dear ZX Computing

I felt I had to put pen to paper after I read Nick Pearce's review of 'Bomber', a software cassette from Psion.

In his review, Nick Pearce said that it is probably impossible to completely obliterate the city. Well, my record is 1,010 points, which means that I have destroyed nearly five cities.

And better than that, my brother is unmatchable with an unbelievable score of 2,632 which is nearly 13 cities destroyed. All these scores were achieved at speed nine. Our record for speed three is 588.

Yours faithfully

Narinder Sahota
Warley
Birmingham

Spectrum suggestions

Dear ZX Computing

I'd like to take this opportunity to suggest a couple of couple of tips and ideas for the ZX Spectrum.

The Spectrum can write to files (or so the manual says) and indeed, without the Microdrives that statements PRINT # etc. can still be used. For example, try PRINT #2 "Fred". You will see that channel 2 is the top half of the screen.

Now try PRINT #3 (statement) or LIST #3 (line number) and you will see that the channel 3 is the printer. Thus, the two examples are equivalent to LPRINT(statement) and LLIST (line number).

Finally, channels 0 and 1 (the same channel as far as I can tell) is the bottom half of the screen. Thus, PRINT # 1 (statement) prints a statement to the bottom half of the screen.

I hope you and your readers find this information useful.

Yours faithfully

John Miller
Farlington
Portsmouth

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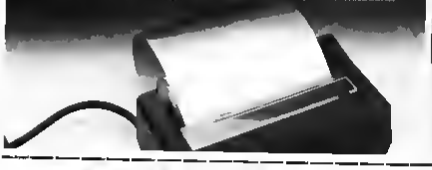

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Better

programming

A book entitled 'Better Programming For Your Spectrum And ZX81' hit the bookshops last month. Here we give you a sneak preview of two of the programs featured in this new publication written by Robert Speel.

Although the two programs featured here are both essentially games programs the book also contains several more serious programs The text begins with a look at Spectrum colour and sound with chapters on user defined characters and the use of high resolution graphics

Program examples are provided throughout and all the techniques utilized within the longer programs are explained within the text Programs are included for both the Spectrum and the ZX81 with a useful chapter on converting programs for the ZX81 so that they will run on the Spectrum

The following two programs are good examples of the type of programming material included within Robert Speel's new book — Knight Flight has been written for the 16K ZX Spectrum and Alien Descender requires 2 5K to run on a ZX81

Knight flight

This game involves a fight between two knights

You control a white knight and the computer has a black knight At the start you have to select armour and weapons for your knight You have 100 gold coins to spend which means you cannot have the heaviest armour and lance and the best weapons too

A mace is the strongest attacking weapon a sword the weakest However a sword is useful in defence as well as attack whereas an axe or mace is not

Once you have chosen your weapons the enemy's choice is announced The fight then begins

At first the knights joust on horseback until one knight is knocked off his horse Apart from your choice of lance and armour you have no control over the jousting Once one knight is unhorsed the other will dismount and the fight continues on foot

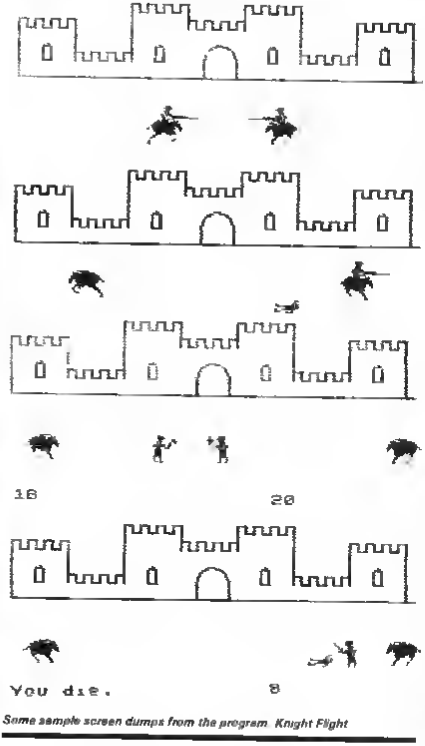
You attack the opponent knight by moving near to him using the keys 5 and 8 to move You hit by pressing one of the keys 1, 2 3 or 4 — the number determining the strength of hit Each time you hit your strength shown at the bottom left of the screen goes down by that number If your strength reaches zero you die By moving away from the enemy you can gradually recover your strength up to your maximum

A successful hit on the enemy lowers his strength by one *permanently* The enemy strikes you in exactly the same way This means that fighting consists of rushing up to your opponent hitting at him a few times then retiring to recover from your exhaustion It is essential that you keep an eye on your own strength to know when to retreat Gradually your maximum strength will be depleted (and so hopefully will your opponent s) until one or the other with a strength of three or less cannot strike properly Death for the weaker usually follows quickly

Notes on the listing

This is rather a long game which occupies nearly all of the basic 16K Spectrum Due to the large numbers of user defined graphics the use of CHR$ 144 etc has been dropped, and graphics characters are used in the listings All capital letters inside quotes should be graphic letters is you must go into graphics mode *then* press the letter If you forget one or two you may see knights charging around on the backs of ABC creatures If this occurs BREAK the program find the letter and replace it with a graphic letter

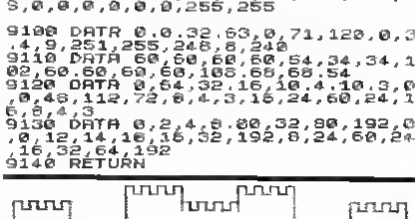
Lines	Action
10	GOSUB start routine buy weapons and set up user-defined graphics
100 110	Basic 'charge on horseback' routine Graphics ABC and LKJ are the horses DEF/GHI and ONM/RQP are alternate sets of legs to give a galloping effect In lines 100 and 130 the underline character is used (Symbol Shift 0) as the point of a lance US and TU are the rest of the lance and the knight
160	Gives a simulation of the sound of horses hooves which sounds very good when amplified
170	Deals with a possible crash between the two knights
180	Checks if the knights are about to go off screen
200 910	Copes with what happens when the knights meet on horseback
200 240	Is the actual hit strengths of opponents being calculated to take in armour lance type and shields
500 540	Show the left knight falling off
600 640	Show the right knight falling off
800 840	Check if a knight has fallen off at the end of a run
900 910	Deal with turning at the end of a run when neither knight is knocked off his horse
1000 1040	Turn horses round at end of run when one man is down and dismounts other knight
1100 1430	Foot fighting loop
1100	PRINTs two knights with correct weapons
1120	Moves your knight
1130	Moves opponent s knight including automatic retreat when strength below 3
1200 1260	Your knight hits opponent if in range
1300 1320	Enemy hits you Your hits and your opponent s depend for their success on the strength of hit (1-4) the weapon's attack value (1 3) its defence value if it is a sword armour and shields if any together with a random attack value When all these are added the hit is judged successful or unsuccessful
1330 1340	If your current strength is larger than your maximum strength, then let current strength = maximum strength
1400 1430	If knights are a distance apart then they can gradually recover to their current maximum strength
4000 4010	You die
4500 4510	Enemy dies
7000-7280	Start of game You choose your weapons and armour from list giving prices Note Improper entries will be ignored
7320 7460	Enemy chooses weapons Either enemy chooses to have a strong attack or a strong defence
8000 8500	DRAW castle in background and start fight
9000 9130	DATA for user defined graphics used for knights horses and weapons



Some sample screen dumps from the program, Knight Flight

```
  1 REM Knight Fight
  2 REM  © S.Robert Speel 1982

 10 PAPER 4  BORDER 4  CLS  GO
SUB 7000

 100 INK ec  IF eh=1 THEN PRINT
AT y-1,x-1," US "
 110 PRINT AT y,x," ABC "  IF x/2
=INT (x/2) THEN PRINT AT y+1,x,"
DEF "
 120 IF x/2<>INT (x/2) THEN PRIN
T AT y+1,x,"GHI "
 130 INK ac  IF ah=1 THEN PRINT
AT y-1,29-x," TU "
 140 PRINT AT y,28-x," LKJ"  IF
x/2=INT (x/2) THEN PRINT AT y+1,
28-x," DNM"
 150 IF x/2<>INT (x/2) THEN PRIN
T AT y+1,28-x," RQP"
 160 LET x=x-1  BEEP .003,10  PA
USE 2  BEEP .003,5  PAUSE 3  BEE
P .003,0  PAUSE 5
 170 IF x<16 AND ec=7 THEN GO TO
200
 180 IF x<2 THEN GO TO 800
 190 GO TO 100

 200 LET ad=(e+INT (RND*6)-ar-(a
r=2)-INT (RND*6))  LET ed=(a+INT
(RND*4)-e)-(ar=2)-INT (RND*4)
 210 IF ad<=0 AND ed<=0 THEN GO
TO 100
 220 IF ad>0 AND ed>0 THEN GO TO
500+100*(ad>ed)
 230 IF ad>0 THEN GO TO 600
 240 GO TO 500

 500 PRINT AT y-1,x-4," T/\"  BE
EP .1,50  BEEP .1,30
 510 PRINT AT y-1,x-4,"  "  BEEP
.1,20  BEEP .1,10
 520 RESTORE 9100  FOR f=0 TO 1
 FOR g=0 TO 7  READ a  POKE USR
CHR$ 163+g,a  NEXT g  PRINT AT y
+1,x-6+f,CHR$ 163,  NEXT f
 530 PRINT "          ",AT y,x+3,"
 ",AT y,28-x," "
 540 LET x=x-1  LET ex=x+9  LET
y=y-1  LET ah=0  LET em=em-INT (
RND*6)-1  LET se=se-6  GO TO 100

 600 PRINT AT y-1,x," /\S"  BEEP
.1,50  BEEP .1,30
 610 PRINT AT y-1,x,"          "  B
EEP .1,50  BEEP .1,50
 620 INK 7  RESTORE 9100  FOR f=
0 TO 1  FOR g=0 TO 7  READ a  PO
KE USR CHR$ 162+g,a  NEXT g  PRI
NT AT y+1,x+4+f,CHR$ 162,  NEXT
f
 630 PRINT AT y+1,x-4,"          "
,AT y,x+3,"  ",AT y,28-x," "
 640 LET x=x-1  LET ex=x+9  LET
y=y-1  LET eh=0  LET am=am-INT (
RND*4)  LET sa=sa-5  GO TO 100

 800 IF eh=1 AND ah=1 THEN GO TO
900
 810 LET x=20  LET ex=10  LET y=
y+1
 820 IF eh=1 THEN LET x=5
 830 IF ah=1 THEN LET ex=25
 840 GO TO 1000

 900 PRINT AT y-1,x,"     ",AT y-
1,28-x,"     "
 910 LET x=26  LET y=10  LET ac=
ac  LET ac=ec  LET ec=ac  GO TO
100

1000 PRINT AT y-1,0,"  ",TAB 31,"
  ",INK 7,AT y,0,"  LKJ",  INK 0,T
AB 28,"  ABC", INK 7,AT y+1,0,"  D
NM"  INK 0,AT y+1,28," GHI"
1010 FOR f=1 TO 2  PRINT AT y-f,
0,"  ",AT y-f,27,"  "  NEXT
f
1020 RESTORE 9060  FOR f=1 TO 2
 FOR g=0 TO 7  READ a  POKE USR
CHR$ (143+f)+g,a  NEXT g  NEXT f
1030 RESTORE 9100  FOR f=3 TO 12
 FOR g=0 TO 7  READ a  POKE USR
CHR$ (143+f)+g,a  NEXT g  NEXT
f
1040 PRINT AT y+1,5,"
          "

1100 PRINT INK 0,AT y,ex,v$,"R
,AT y+1,ex," E ", INK 7,AT y-1
,"  0  ",m$,AT y+1,x-1,"  F
1110 IF ex>x+2 THEN PRINT AT y,e
x-1,"  ",AT y,x+3,"
1120 LET x=x+(INKEY$="8")-(INKEY
$="5")+(x<6)-(x>25)  LET x=x-(x>
ex-2)
1130 LET ex=ex+SGN (-(ex>x+1 AND
 RND<.5)+(ex<5)-(ex>25)+(RND<.3)
+(se<3 AND ex<25))  IF ex-x>2 TH
EN GO TO 1400

1200 LET a$=INKEY$  IF a$<"1" OR
 a$> 4" THEN LET a$="0"
```

```
1210 LET ez=INT (RND*4)+1  IF se
<ez THEN LET ez=se-1
1220 IF se<3 THEN LET ez=0
1230 IF a$="0" THEN GO TO 1300
1240 LET sa=sa-VAL a$  IF sa<1 T
HEN GO TO 4000
1250 IF VAL a$+wa+(RND*7)+1>ez+e
s+er-1+(we=1) THEN LET em=em-1
1260 IF em<1 THEN GO TO 4500

1300 BEEP .03,45  LET se=se-ez
1310 IF ez+we+INT (RND*3)>VAL a$
+sh+ar+(wa=1) THEN LET am=am-1
1320 IF am<1 THEN GO TO 4000
1330 IF sa>am THEN LET sa=am
1340 IF se>em THEN LET se=em

1400 PRINT AT 20,0,sa," ",AT 20,
20,se,"  IF ex-x<3 THEN GO TO
1100
1410 FOR f=1 TO 2  IF sa<am THEN
 LET sa=sa+1  NEXT f
1420 IF se<em THEN LET se=se+1
1430 GO TO 1100

4000 PRINT INK 0,AT y,x,"  ",v$
,A  ,  INK 7,AT y+1,x," CD", INK
 0
4010 PRINT AT 20,0,"You die."  S
TOP

4500 PRINT INK 7,AT y,x,"  ",w$
,"  ",AT y+1,x,"  F ", INK 0,"CD
4510 PRINT AT 20,20, He dies."
STOP

7000 PRINT "Knight Fight"''

7050 RANDOMIZE  LET ah=1  LET e
h=1  LET x=26  LET y=10
7060 LET cash=100  LET sh=0  LET
 ac=0  LET ec=7

7100 PRINT '"(1) Chain-mail cost
s 40 coins,"'"(2) Plate-mail 50.
"
7110 PRINT '"(1) Light  lances c
ost 10"'"(2) Medium lances 20"'
(3) heavy  lances 30."
7120 PRINT '"(1) Swords cost 20'
'"(2) axes 20"'"(3) maces 30."'"
Shields 20."
7130 FOR f=1 TO 21  FOR g=0 TO 7
  READ a  POKE USR CHR$ (f+143)+
g,a  NEXT g  NEXT f

7200 PRINT AT 21,0,"What armour
do you buy?"  LET a$=INKEY$  IF
a$<"1" OR a$>"2" THEN GO TO 7200
7210 BEEP .5,0  LET ar=VAL a$  L
ET cash=cash-30-10*ar
7220 PRINT AT 21,0,"What lance d
o you buy? "  LET a$=INKEY$  IF
a$<"1" OR a$>"3" THEN GO TO 7220
7230 BEEP .5,0  LET la=VAL a$  L
ET cash=cash-10*la
7240 PRINT AT 21,0,"What other w
eapon do you buy?"  LET a$=INKEY
$  IF a$<"1" OR a$>"3" THEN GO T
O 7240
7250 BEEP .5,0  LET wa=VAL a$  L
ET w$=CHR$ (152+wa)  IF cash-20-
10*(wa=3)<0 THEN GO TO 7240
7260 LET cash=cash-10-10*(wa=3)
 IF cash<20 THEN GO TO 7300
7270 PRINT AT 21,0,"Do you buy a
 shield? (y/n)  "  LET a$=INKEY$
 IF a$<>"y" AND a$<>"n" THEN GO
TO 7270
7280 BEEP .5,0  LET cash=cash-20
*(a$="y")  LET sh=(a$="y")

7320 LET sa=25  LET se=20. LET a
m=25  LET em=20

7360 CLS  PRINT '''Your opponen
t chooses -"''
7370 GO TO 7400+INT (RND*2)*50

7400 PPINT "Defence  Medium armo
ur,"'' Attack  Heavy lance and a
mace.
7410 LET er=2  LET es=0  LET we=
3  LET le=3  LET v$="I"  GO TO 8
000

7450 PRINT 'Defence  Heavy armou
r and shield" ''Attack  Medium l
ance and sword."
7460 LET er=2  LET es=1  LET we=
1  LET le=2  LET v$="G"

8000 PRINT  '"(Press ENTER to st
art)"  PAUSE 0  CLS
8010 PLOT 0,120  DRAW 250,0  PLO
T 0,120  DRAW 0,30  GO SUB 8500
8020 DRAW 0,-20  GO SUB 8500  DR
AW 0,30  GO SUB 8500
8030 DRAW 0,-10  GO SUB 8500  DR
AW 0,10  GO SUB 8500
8040 DRAW 0,-30  GO SUB 8500  DR
AW 0,20  GO SUB 8500  DRAW 0,-30
8050 PLOT 115,120  DRAW 0,10  DR
AW 20,0,-PI  DRAW 0,-10
8060 FOR f=15 TO 230 STEP 70  PL
OT f,130  DRAW 5,0  DRAW 0,7  DR
AW -5,0,PI  DRAW 0,-7  NEXT f  G
O TO 9000

8500 FOR f=1 TO 3  DRAW 0,5  DRA
W 5,0  DRAW 0,-5  DRAW 5,0  NEXT
 f  DRAW 0,5  DRAW 5,0  DRAW 0,-
5  RETURN

9000 DATA 1,10 15,23,31,59,51,33
,236,61,191,255,255,255,255,255,
0,128,224,240,248,244,243,224
9010 DATA 3,6,8,8,4,3,0,0,255,22
7,128,0,0,0,0,0,192,192,112,56,8
,4,2,6
9020 DATA 1,1,0,1,3,2,6,0,254,24
8,192,128,1,3,2,0,224,192,64,128
,0,0,0,0
9030 DATA 128,80,240,232,248,220
,204,132,55,166,253,255,255,255,
255,255
9040 DATA 0,1,7,15,31,47,207,7,1
28,128,0,128,192,64,96,0,127,31,
3,1 126,64,64,0,7,3,2,1,0,0,0,0

9050 DATA 192,96,16,16,32,192,0,
0,255,199,1,0,0,0,0,3,3,14,28,
16,32,64,96
9060 DATA 120,246,112,56,40,246,
214,116,30,31,14,28,20,111,107,4
3,0,0,0,0,0,0,255,255

9100 DATA 0,0,32,63,0,71,120,0,3
,4,9,251,255,248,8,240
9110 DATA 60,60,60,60,64,34,34,1
02,60,60,60,60,108,68,68,54
9120 DATA 0,64,32,16,10,4,10,3,0
,0,48,112,72,8,4,3,16,24,60,24,1
6,8,4,3
9130 DATA 0,2,4,8,80,32,80,192,0
,0,12,14,16,16,32,192,8,24,60,24
,16,32,64,192
9140 RETURN
```



Alien descender

One lonely alien survived the attack on Earth and landed in the Pacific Ocean. It began to sink down a narrow gorge in the depth of the sea. How long can you controlling the alien keep it alive and avoid crashing into the rocky walls of the gorge?

The alien has one weapon which can destroy anything directly below its feet. But this does not protect its 'wings'. Every now and again, trails of bombs are launched from below (inverse asterisks). These can be destroyed by the alien's weapon or avoided. If they hit the alien, it is destroyed. There are also larger depth charges shaped like this


DEPTH CHARGE


BOMB

To destroy a whole depth charge the alien must be centred exactly above it.

The object is to survive as long as possible.

Use keys 5 and 8 to move left and right respectively and 6 to shoot at the area directly below the alien's feet. At the end when your alien is destroyed your score (number of goes survived) is given along with the current highscore. You are then offered another game.

Remember that as the alien is under water its reactions are rather sluggish. It moves half a second or so after you press the movement key. If you hold down a key too long the alien may well blunder onto one wall of the gorge. Naturally as the alien descends the gorge gets gradually narrower.

Lines	Action
10 60	Variables HI=highscore, A=X co-ordinate of alien, GO=goes, A$=space between walls of gorge, RS=co-ordinate of bomb if any, X=X co-ordinate of left side of gorge
100 150	Print converging walls to straight gorge, so that the alien cannot escape to left or right of gorge
200	Beginning of main loop. Prints left side of gorge, space length A$ (initially 10 squares, gradually decreases) then right hand side of gorge
210	Changes X by 1 or not at all. This makes the gorge zig-zag from side to side randomly
220	Prints alien. Note that his arms stretch up when you move
230 270	PEEK at contents of squares directly under alien and if a bomb, wall or depth charge is there (ie. not all spaces or newline characters) then GOTO end of program
300	Changes X co-ordinate of alien according to key pressed. Note that putting this line here gives the delayed reaction to commands
310	Increases goes survived
320	Occasionally decreases A$, ie. makes the gorge narrower. Note that the minimum size still may let the alien through. Alter this as desired. If LEN A$ is larger then it is easier
330	Occasionally prints depth charge on bottom line. As the frequency depends on LEN A$ more depth charges appear as the gorge gets narrower. Change this line to make depth charges more or less frequent as desired.
400 430	If there is a bomb trail, increase RS randomly and print a new bomb. Start a new bomb trail if RND 1. (Change this to make bombs more or less frequent, or perhaps dependent on LEN A$!) If bombs too far right stop bomb trail. If bomb trail started, print current bomb. Note that as bombs may be shown to the left of the gorge, some advance warning is given. If you do not wish bombs outside the gorge, change line 430 to 430 IF RS>LEN A$ THEN etc
500	Scrolls up screen to give idea that alien is moving downwards
600	If 6 key pressed, blows up anything directly beneath feet of alien. Note that this does not protect the whole underside of the alien, just the middle squares
610	Re does main loop
1000 1210	Alien destroyed, made to flash on and off, score and highscore printed. Screen cleared and new game offered

```
  1 REM ALIEN DESCENDER
  2 REM        COPYRIGHT 1982
               3.ROBERT SPEEL
 10 LET HI=0
 20 LET A=10
 30 LET GO=0
 40 LET A$=
 50 LET RS=0
 60 LET X=7
 70 RAND

100 FOR F=0 TO 7
110 PRINT AT F,F ,TAB 27-F,
"
120 NEXT F
130 FOR F=6 TO 21
140 PRINT AT F,7,"  ,TAB 19,
"
150 NEXT F

200 PRINT AT 21,X, ,A$, 
210 LET X=X+INT (RND*3)-1-(X=15
)+(X=0)
220 PRINT AT 0,A, ,AT 1,A
 ,AT 2,A," ,AT 3,A,
230 LET L=PEEK (PEEK 16396+256*
PEEK 16399)
240 LET L=L+PEEK (1+PEEK 16396+
256*PEEK 16399)
250 LET L=L+PEEK (2+PEEK 16396+
256*PEEK 16399)
260 LET L=L+PEEK (3+PEEK 16396+
256*PEEK 16399)
270 IF L>0 AND L<>236 THEN GOTO
1000

300 LET A=A+(INKEY$="8")-(INKEY
$="5")
310 LET GO=GO+1
320 IF RND<.025 AND LEN A$>6 TH
EN LET A$=A$(2 TO )
330 IF RND<1/LEN A$ THEN PRINT
AT 21,X+RND*LEN A$,

400 IF RS>0 THEN LET RS=RS+RND*
7
410 LET RS=RS+(RND<.1)
420 IF RS>LEN A$+X THEN LET RS=
0
430 IF RS>0 THEN PRINT AT 21,RS
;
600 SCROLL

600 IF INKEY$="6" THEN PRINT AT
 3,A+1,"==",AT 3,A+1,"  ",AT 3,A
+1,"  "
610 GOTO 200

1000 FOR F=1 TO 10
1010 PRINT AT 0,A,  ",AT 1,A,
 ,AT 2,A,"
1020 PRINT AT 0,A,    ",AT 1,A,"
 ,AT 2,A,"
1030 NEXT F

1050 PRINT AT 20,0,"YOUR SCORE I
S " GO
1060 IF GO>HI THEN LET HI=GO
1070 PRINT AT 21,2,"HISCORE = ",
HI
1080 FOR F=1 TO 200
1090 NEXT F
1100 CLS
1110 PRINT "ANOTHER GAME? (Y/N)"
1120 IF INKEY$="Y" THEN GOTO 20
1130 IF INKEY$="N" THEN STOP
1210 GOTO 1120
```

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Air raid

Run for cover — here comes a smashing program from Stephen Ormrod of Bury.

In this program Stephen has taken trouble to incorporate moving graphics simple rules and an emphasis on strategy rather than relying on Lady Luck Indeed it took seven versions of the program before Stephen was happy enough to send it to us!

The rules of the game are quite simple. You begin the game with 30 bombs for your skycraft and you can release a bomb by pressing the 0 key Your aim is to hit all the enemy ships and planes you can within the restriction of how many bombs you have If a ship reaches the landing stage before you can destroy it you will lose one of your valuable bombs and you are further restricted by only being able to fire one bomb at a time (if there is a bomb still on-screen you will not be allowed to fire another)

Plain sailing?

When you first RUN the program the Score Advance Table will appear on the screen From this you will be able to see that ships are more valuable (in terms of how many points are scored) to destroy than 'planes The aircraft are not easy to hit — but there is no penalty for allowing a plane to escape your fire

After pressing the S key, the score table is erased and you should get your finger over the 0 key — this is the only control key used in the game Your ammunition will appear as a series of 'grated railings' at the top of the screen The sea will appear at the bottom of the screen with a landing stage in the bottom right-hand corner You are positioned in a skycraft sited just below your ammunition dump at the top of the screen

Your skycraft slowly 'circles' the sea herbour — you travel across the screen from right to left and when you disappear on the left-hand side you miraculously appear on the right-hand side again The white speck in the centre of your skycraft indicates that you have a bomb on board

Ships will appear on the left hand side of the screen and slowly move toward the landing stage As you move across the screen in your skycraft, you must decide when to release your bomb in order to destroy the ship If you manage to score a direct hit on the ship you will be rewarded with the ship being swallowed up by the mysterious deep However if you miss the ship, the bomb will explode harmlessly in the sea and the ship will dock at the landing stage, its troops will disembark unopposed and steal one of your bombs

Periodically an enemy 'plane will fly across the screen from left to right moving twice as quickly as their naval colleagues They are not trying to reach the landing stage their object is to get between you and the ships, thus blocking your bomb There will only ever be one ship or one 'plane visible on the screen at any time but a 'plane and a ship may be seen together

A shot in the dark

One of the problems you will encounter is judging when to release your bombs so that they will destroy the ships One tactic you could employ is the 'shot in the dark' option in which you release a bomb before a ship has yet come onto the screen But

remember you have only 30 bombs so it's best to make them count

When you have used up your 30 bombs the display will scroll upwards so that the sea ends up at the top of the screen The score you have achieved during the game is then displayed followed by the top highest scores of the day The sea will then begin rolling again and the ZX81 will wait for you to press 0 signifying that you would like another game

To help you decipher the program listing perhaps the following would be useful The ships and aircraft are held in string arrays A$, B$ and C$ Cruisers represented by A$, are generated as follows

A$(1) — Space, Graphic 8, Graphic 4 Space
A$(2) — Space Graphic 8, Graphic 5 Space
A$(3) — "Graphic R Inverse Space, Inverse Space, Graphic E"

B$ is used to represent the aircraft and is comprised of the following.

B$ — "Graphic 7 Graphic 7, Graphic 6 Graphic E"

Battleships are held in C$ and are made up as below

C$(1) — "2 Spaces Graphic 3, Graphic 5 2 Spaces "
C$(2) — "2 Spaces, Graphic 8, Graphic 5 2 Spaces "
C$(3) — " Graphic Y Graphic 6 Graphic Q, Graphic W, Graphic 6 Graphic T "
C$(4) — " Space Graphic R, 2 Inverse Spaces, Graphic E Space "

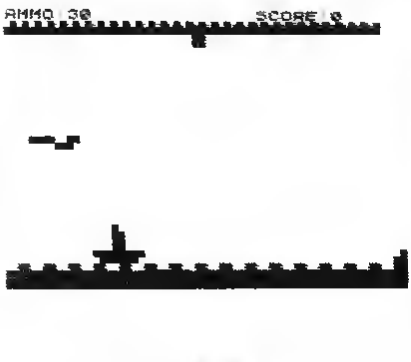
The ammunition dump is generated in line 134 and comprises 30 Graphic Qs The string array, O$ is your skycraft and is shown in line 135 as an Inverse Dot and a Space Line 150 is made up of 31 Graphic As and one Inverse Space

E$ and F$ are alternating Graphic As and Graphic Ds ending in an Inverse Space Note that E$ and F$ run in antiphase and alternate in subroutines in lines 7000 and 7020 to make the wave-like motion of the sea

Lines 200 270 represent the 'core of the program The rest of the listing comprises a number of routines which are called from time to time from the main program Try working out what does what.

Here is a list of variables used in the program to help you work out how the program works

Array V(6) — The six best scores
Array V(3) — Whether or not a 'plane or ship is visible
SC — Player's score
F — Flag controlling whether or not a bomb is loaded aboard your aircraft
YU — Position of waves on the sea
PO — Position of last ammunition in the dump
AMM — The number of bombs left (plus one)
X — The horizontal position of the skycraft
Y — The horizontal line of the falling bomb
AS — The controlling variable for what will appear on the screen next
L — Control variable in loops
N — Control variable in loops
SB — Individual score awarded for hitting a ship or 'plane



AIR RAID

SCORE ADVANCE TABLE.

50,100,150 OR 200
-- ENEMY AIRCRAFT --

100,200 OR 300
-- BATTLESHIP --

200,400 OR 600
-- TROOPS CARRIER --

PRESS "S" TO START

Some sample screen dumps from the program

```
 10 DIM U(6)
 40 SLOW
 50 DIM U(3)
 60 LET YU=20
 70 LET SC=0
 80 LET F=0
 85 DIM A$(3,4)
 90 LET A$(1)="
 95 LET A$(2)=
100 LET A$(3)=
105 LET B$=
110 DIM C$(4,6)
115 LET C$(1)=
120 LET C$(2)=
125 LET C$(3)=
130 LET C$(4)=
133 GOSUB 6000
134 PRINT AT 1,0
135 LET C$=
136 LET PO=29
137 GOSUB 1020
140 LET X=28
145 IF U(1)<>0 THEN PRINT AT 0,
9 ;U(1)
150 PRINT AT 21,0
160 LET E$=
170 LET F$=
180 LET AMM=31
190 GOSUB 1000
195 PRINT AT 19,31
200 GOSUB 7000
210 GOSUB 1110
220 IF INKEY$="0" AND F=0 THEN
GOSUB 1500
230 IF INT (RND+6)=0 THEN GOSUB
2000
235 GOSUB 7020
240 FOR N=1 TO 3
250 IF U(N)<>0 THEN GOSUB 2000+
(N*250)
260 NEXT N
270 IF F<>0 THEN GOSUB 3000
275 GOTO 200
1000 PRINT AT 0,0;AMMO;AMM-1

1010 RETURN
1020 PRINT AT 0,20;"SCORE";SC
1030 RETURN
1110 LET X=X-1
1115 PRINT AT 2,0;CHR$ 0
1120 IF X=-1 THEN LET X=28
1130 PRINT AT 2,X;D$
1140 RETURN
1500 LET F=2
1500 PRINT AT 1,PO;"
1503 LET PO=PO-1
1505 LET AMM=AMM-1
1507 GOSUB 1000
1510 LET D$=
1515 LET Y=X
1520 RETURN
2000 LET A5=INT (RND+3)+1
2003 IF A5=3 AND U(1)<>0 OR A5=1
AND U(3)<>0 THEN RETURN
2005 IF U(A5)=0 THEN LET U(A5)=5
2010 RETURN
2250 PRINT AT 17,U(1)-1;CHR$ 0;A
$(1)
2260 PRINT TAB U(1)-1;CHR$ 0;A$(
1)
2270 PRINT TAB U(1)-1;CHR$ 0;A$(
1)
2280 LET U(1)=U(1)+1
2290 IF U(1)<29 THEN RETURN
2300 LET U(1)=0
2310 PRINT AT 17,26;"  "
2320 PRINT TAB 26;"  "
2330 PRINT TAB 26;"  "
2335 GOSUB 3000
2340 RETURN
2500 PRINT AT 10,U(2)-2;"  ";B$
2510 LET U(2)=U(2)+2
2520 IF U(2)<29 THEN RETURN
2530 LET U(2)=0
2540 PRINT AT 10,26;"  "
2550 RETURN
2750 PRINT AT 16,U(3)-1;CHR$ 0;C
$(1)
2760 PRINT TAB U(3)-1;CHR$ 0;C$(
2)
2770 PRINT TAB U(3)-1;CHR$ 0;C$(
3)
2780 PRINT TAB U(3)-1;CHR$ 0;C$(
4)
2790 LET U(3)=U(3)+1
2800 IF U(3)<27 THEN RETURN
2810 LET U(3)=0
2820 PRINT AT 16,26;"  "
2830 FOR N=1 TO 2
2840 PRINT TAB 26;"  "
2850 NEXT N
3000 FOR L=15 TO 1 STEP -1
3002 PRINT AT L,31;"  ";AT L+1,31
3004 NEXT L
3005 FOR L=30 TO PO STEP -1
3006 PRINT AT 1,L;
3007 NEXT L
3008 LET PO=PO-1
3010 LET AMM=AMM-1
3020 GOSUB 1000
3022 FOR L=PO+1 TO 30
```

```
3023 PRINT AT 1 L
3025 NEXT L
3026 PRINT AT 1,31,
3027 FOR L=2 TO 19
3028 PRINT AT L,31   AT L-1 31

3030 NEXT L
3035 IF AMM=1 THEN GOTO 9000
3040 RETURN
3500 LET F=F+1
3505 PRINT AT F Y,
3510 PRINT AT F-1,Y,CHR$ 0
3520 IF F=10 THEN GOTO 4000
3530 IF F<19 THEN RETURN
3540 IF U(1)<>0 THEN GOTO 4500
3550 IF U(3)<>0 THEN GOTO 5000
3555 IF PO=-1 THEN GOTO 9000
3560 IF F=19 THEN RETURN
3570 IF Y>26 THEN PRINT AT 20,Y-
4 SPLASH
3580 IF Y<27 THEN PRINT AT 20,Y,
SPLASH
3590 LET D$=
3595 IF PO=-1 THEN GOTO 9000
3600 LET F=0
3610 RETURN
4000 FOR N=-2 TO 1
4010 IF Y=U(2)+N THEN GOTO 4100
4020 NEXT N
4030 RETURN
4100 FOR N=1 TO 15
4105 PRINT AT 10,U(2)-2,"BOOM
4110 PRINT AT 10,U(2)-2,"BOOM"
4130 NEXT N
4140 LET S6=INT (RND*4+1)*50
4150 PRINT AT 10,U(2)-2,S6"
4160 LET SC=SC+S6
4170 GOSUB 1020
4180 PRINT AT 10,U(2)-2,"
4185 LET U(2)=0
4190 GOTO 3590
4500 FOR N=-1 TO 2
4510 IF Y=U(1)+N THEN GOTO 4600
4520 NEXT N
4530 GOTO 3560
4600 LET U$=
4610 PRINT AT 17,U(1)-1,U$
4620 GOSUB 7020
4640 PRINT AT 18,U(1)-1,A$(1)
4650 PRINT TAB U(1)-1,A$(2)
4660 GOSUB 6950
4670 PRINT AT 18,U(1)-1,U$
4680 PRINT TAB U(1)-1,A$(1)
4685 GOSUB 6950
4690 GOSUB 7020
4695 PRINT AT 19,U(1)-1,U$
4700 LET S6=INT (RND*3+1)*200
4705 PRINT AT 19,U(1),S6
4710 LET SC=SC+S6
4715 GOSUB 1020
4720 GOSUB 7500
4730 PRINT AT 19,U(1),"
4740 LET U(1)=0
4745 LET F=0
4750 GOTO 3590
5000 FOR N=-1 TO 4
5010 IF Y=U(3)+N THEN GOTO 5100
5020 NEXT N
5030 GOTO 3560
5100 LET U$=
5101 PRINT AT 16,U(3)-1,U$
5102 GOSUB 7020
5110 PRINT AT 17,U(3)-1,C$(1)
5115 PRINT TAB U(3)-1,C$(2)
5120 PRINT TAB U(3)-1,C$(3)
5130 GOSUB 6950
5140 PRINT AT 17,U(3)-1,U$
5150 PRINT TAB U(3)-1,C$(1)
5155 PRINT TAB U(3)-1,C$(2)
5157 GOSUB 6950
5160 GOSUB 7020
5165 PRINT AT 18,U(3)-1,U$
5170 PRINT TAB U(3)-1,C$(1)
5175 GOSUB 6950
5180 LET S6=INT (RND*3+1)*100
5185 PRINT AT 19,U(3)-1,U$
5190 PRINT AT 19,U(3),S6
5200 LET SC=SC+S6
5220 GOSUB 1020
5225 GOSUB 7500
5230 PRINT AT 19,U(3),
5235 LET F=0
5240 LET U(3)=0
5250 GOTO 3590
6950 FOR N=1 TO 5
6960 NEXT N
7000 PRINT AT Y,U(2),E$
7010 RETURN
7020 PRINT AT Y,U(2),F$
7030 RETURN
7500 FOR N=1 TO 15
7510 GOSUB 7000
7520 GOSUB 7020
7530 NEXT N
7540 RETURN
8000 PRINT TAB 10, AIR RAID
8010 PRINT TAB 10,
8020 PRINT "SCORE ADVANCE TABLE
"
8030 PRINT
8032 PRINT A$,TAB 10,"50,100,150
OR 200"
8034 PRINT TAB 8,"-- ENEMY AIRCR
AFT --"
8038 PRINT
8040 FOR N=1 TO 4
8050 PRINT C$(N)
8060 NEXT N
8070 PRINT AT 5,10,"100,200 OR 3
00"
8080 PRINT AT 9,9,"-- BATTLESHIP
--"
8085 PRINT AT 12,0,
8090 FOR N=1 TO 3
8100 PRINT A$(N)
8110 NEXT N
8120 PRINT AT 13,10,"200,400 OR
600"
8125 PRINT AT 14,7,"-- TROOPS CA
RRIER --"
8130 PRINT AT 17,6,"PRESS ""5""
TO START"
8140 IF INKEY$<>"5" THEN GOTO 81
40
8150 CLS
8160 RETURN
9000 PRINT AT 8,9,"OUT OF AMMUNI
TION"
9005 FOR L=1 TO 50
9010 NEXT L
9015 FOR L=1 TO 20
9020 SCROLL
9025 NEXT L
9030 PRINT AT 3,0,"YOUR SCORE WA
S ",SC
9040 LET YU=0
9050 FOR N=1 TO 5
9060 IF SC>V(N) THEN GOTO 9300
9070 NEXT N
9080 PRINT AT 5,0,"TOORY""S SIX-
OF-THE-BEST"
9090 FOR N=1 TO 5
9100 PRINT AT N+5,5,N,". ",V(N)
9110 NEXT N
9120 PRINT AT 14,0,"PRESS ""0""
TO PLAY AIR RAID"
9130 GOSUB 7000
9140 GOSUB 7020
9150 IF INKEY$<>"0" THEN GOTO 91
30
9160 FAST
9170 CLS
9180 GOTO 40
9300 FOR L=5 TO N+1 STEP -1
9310 LET V(L)=V(L-1)
9320 NEXT L
9330 LET V(N)=SC
9340 PRINT AT N+6,15,"< WELL DON
E >"
9350 GOTO 9080
```

Sinclair software for your '81

Our intrepid reviewer, Nick Pearce, inspects the new range of software from the Sinclair stable.

Planet Of Death, Ship Of Doom, and Adventure Island — Artic Computing Ltd

Firstly for this month's ZX81 software review, some adventures from Artic. Three of Artic's adventures have been given attractive boxes and more interesting titles (they were known formerly as Adventures A, C and D) for marketing by Sinclair as part of their fast expanding software range.

For the benefit of readers new to computer adventures, a brief explanation of this type of role playing game will not go amiss. An adventure is a game in which you explore strange new worlds with your computer in the comfort of your own home. As the introduction to the Artic games puts it, during an adventure 'the computer acts as your puppet and controls your senses'. Plenty of imagination, patience, and some lateral thinking are necessary if you are to succeed. An adventure is a game with an object — to enter a castle, rescue a princess from the clutches of an evil wizard and escape with her to safety, for example.

You move from one location to another and there are objects along the way, some of which should be collected as you will need them later on. Hazards of one sort or another abound, and you will need to overcome them all. Each location is described by the computer, and you instruct it with short phrases such as 'Go East', 'Get knife', 'Use torch', etc. The computer then provides an appropriate response such as a new location description, 'I can't' or quite often 'I don't understand'. It is a good idea to make a map as you proceed to stand any chance at all of retracing your steps to safety.

```
I AM ON A MOUNTAIN PLATEAU
TO THE NORTH THERE IS A CLIFF
EXITS ARE DOWN,EAST AND WEST
I CAN ALSO SEE
A PIECE OF SHARP FLINT
TELL ME WHAT TO DO
PICK UP FLINT

I CANT
TELL ME WHAT TO DO
GET FLINT

OK...
TELL ME WHAT TO DO
GO NORTH
I CANT GO IN THAT DIRECTION
TELL ME WHAT TO DO
```

A sample screen dump from Planet of Death

All the Artic adventures are written in machine code and are very fast, response to commands is practically instantaneous. They each have an impressively large vocabulary of over 100 words. The programs are long, and take 5½ minutes (Adventure A) to 7 minutes (Adventure D) to LOAD.

Forbibben Planet

Planet of Death (Adventure A) has about 20 locations and a similar number of objects. You are stranded on an alien planet, and the object is to escape by finding your space ship which has been captured and disabled.

You really are in a strange world of the imagination. There are caves, a prison, a lift (but the buttons are rather high, and where does it go?), guards and green men, and much more besides. There is also a maze, a feature common to many adventures and which as usual I found very quickly. Once that happens in an adventure I quit and start again, making sure from then on that I stay well clear of the maze at all times!

In Ship of Doom (Adventure C) your ship, whilst on a reconnaissance flight, has been drawn by a Graviton Beam onto an alien cruiser. Your aim is to free your ship by pressing the control button in the main computer room. You commence in your ship and begin by moving into the airlock of the alien cruiser. This is a long adventure with some 40 locations — a radio room, robot factory, weaponry, cold room, galactic bar, an android conversion room to name a few.

There are also about 40 objects including a sonic screwdriver, infra red spectacles, even a body frozen in ice and a beautiful android girl. I won't go into too much detail over what can be done with her, suffice to say that she is programmed for satisfaction — some parts of this adventure are definitely for adults only.

There is the odd spelling slip in my copy of the program (exits becomes exitw in the log room for example), but nothing is seriously wrong. In some places the program is surprisingly flexible, it accepts both the instructions turn and rotate, for example, although some other commands have to be infuriatingly precise. In all the Artic adventures you can speed up data entry, by typing 'N' for North and 'Y' for yes, for example.

All the Artic adventures are extremely absorbing. They can also be very frustrating, it is possible to spend a whole evening stuck in one small area of the game unable to solve a problem that will allow you to move further. However, some time later and after giving up all hope of completing the game, the answer will hit you in a flash of inspiration and you can move on

— until you reach another seemingly intractable problem a few locations later. An adventure can take days to complete!

Both Adventures C and D are very long and incorporate a cassette routine with which a partly completed game can be SAVEd, and LOADed at a later date — a very necessary feature.

I spy...

So absorbing were the previous two adventures that the deadline for this issue dawned before I had managed to complete Artic's final adventure — Espionage Island (D), so I am afraid much of it remains uncharted for the present. On the basis of the part I have so far explored, I am confident that it will prove an excellent game.

Perhaps in another edition of this magazine I will be able to give away a few of its secrets. For the present, the plot is as follows:

The intrepid adventurer is sent on a reconnaissance mission to observe an enemy island: there is a secret hidden somewhere on this island which must be discovered. Unfortunately, your plane has to be abandoned when one of its engines is hit by enemy fire. The adventure begins in the aeroplane and leads into the heart of the enemy stronghold from which you must eventually return to safety. This is a very difficult game: only to be attempted by the experienced adventurer. Even getting out of the aeroplane and safely onto the island is a problem — or at least I found it so — and I haven't yet managed to get much further forward.

```
I AM IN AN AIRCRAFT
THERE NO OBVIOUS EXITS
IN ALSO SEE
A PARACHUTE WITH A CORD
A DOOR LEVER
TELL ME WHAT TO DO
GET PARACHUTE
OK..
TELL ME WHAT TO DO
OPEN DOOR
THE DOOR OPENS  FALLING YOU OUT
WITH A RUSH OF AIR
YOU PLUNGE THROUGH THE AIR
AND MAKE A LARGE RED MESS
YOU ARE DEAD!
DO YOU WISH TO TRY AGAIN?
ANSWER YES OR NO
```

A sample screen dump from Espionage Island

All the Artic adventures seem to be from the same original master program, but I don't think that once you've mastered one the others will be a doddle. Each is original in content and challenging. Planet of Death is the shortest, with the fewest locations and objects but will nevertheless provide many hours of enjoyment. The quality of software for the ZX81 is constantly improving, and at the same time prices are if anything falling. Some readers might feel these Artic cassettes are still a little expensive; however, there can be little doubt that they are very good adventures indeed.

Artic Adventures A, C and D cost £5, £7 and £6 respectively, and are available from Artic Computing Ltd, 396 James Reckitt Avenue, Hull, HU8 0JA, or through Sinclair Research Ltd (see below).

Reversi — Mine of Information

Reversi is a late nineteenth century board game. Mine of information's computer version also goes under the name 'Othello' (as readers of the letter pages of this magazine will no doubt recall).

It is a game of skill between two players using a draught board. Counters, black on one side and white on the other, are used. A move is made by placing a counter on a vacant square next to an opponent's counter and each move must result in the 'capture' of an opponent's piece — a capture is made by trapping a counter showing the opponent's colour (or a line of such counters) between the new counter and one showing your own colour already on the board. The game ends when neither player can make a capture. The winner is the player with the largest number of counters showing their colour.

Now to MOI's game. After LOADing the cassette, a menu is displayed and you can choose to play a game against an opponent, a game against the computer, a 'sample' game, or to change the start position. Using this latter facility you can select for yourself a few advantageous positions — 'the corners' for example — to give yourself a chance against the computer! For the novice the sample game is very useful for gaining familiarity with the rules and learning something of the strategy behind the game. You can go forwards and backwards through the sample game so that the effect of each move can be clearly seen.

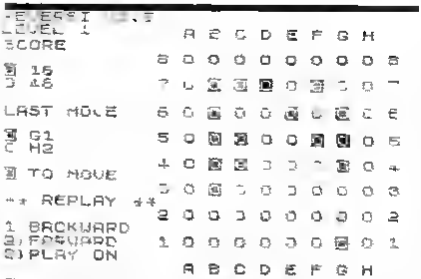
The board is displayed on the screen with the square coordinates (A to H on the horizontal axis, 1 to 8 on the vertical scale) displayed along the board edges. White and black pieces are denoted by 'O' and 'inverse O' respectively. The display includes the current score and the co-ordinates of the last move. After each move the computer 'flashes' the pieces captured for a few seconds — a nice touch.

No Cheating!

The computer checks that the chosen moves are valid. Each time it is your turn to move you can call up various game options — change level of play, replay last move, change sides, pass or return to BASIC. There are nine levels of play: the response at levels 1 and 2 is practically instantaneous, levels 4, 5 and 6 take about three, 10 and 40 seconds respectively, up to level 9 which takes a very long time indeed. Harder levels of play take longer as the computer looks further ahead and so has more possibilities to evaluate. I was somewhat disconcerted when I first tried level 9: the screen goes blank and after waiting for a while nothing happened and I thought the program had crashed. It would be nice if the board was displayed, perhaps with some reassuring message such as 'wait please'. I am thinking, whilst the computer evaluates its next move. At least you can then ponder your following move.

The hardest levels really take far too long between moves for a sensible game to be played. In any case, levels 1, 2 and 3 are hard enough for even a good player. If you can beat it at level 4 you must have played this game before, to beat it at level 5 you must be very good indeed!

The cassette is recorded on both sides, and the game takes about three minutes to load. It is written almost entirely in machine code. Well written instructions, complete with some hints on tactics and strategy, are included in the package. Reversi is a very sophisticated program, easy to use and enjoyable to play. It is probably the best 'Othello' program for the ZX81 on the market, and will certainly improve the play of both beginners and more experienced players alike.

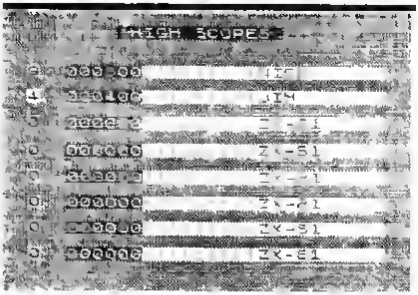


The board and score table of the game Reversi

Super Glooper — Psion

I am sure readers will not need reminding that six Psion software cassettes were reviewed in the Oct/Nov 1982 issue of this magazine. Super Glooper is a cassette from the same stable and like the other Psion software is also marketed by Sinclair.

The cassette contains two games and on the A side is the title game, Super Glooper. It is I suppose really a 'Pac Man' type game in reverse. Instead of rushing around a maze eating food pills or whatever, in this one you paint each square of the maze as you go over it.



The score board for the Frogs game

There are, of course, four aliens who roam the maze and the object is to paint the whole maze before they catch and destroy you. You have four lives per game. In each of the four corners of the maze is a shield, and if you can reach one of these you may catch one, or more, of the aliens.

For each square in the maze that is painted, a score of 10 points is given, and for each shield you get 50 points. It is profitable to chase the aliens — once you have a shield, of course — since you get an incredible 1,600 points if you catch all four aliens with one shield. Of course, shields do not last for long, and catching more than even one alien is not an easy task.

Hang on...

A nice feature of this game is a pause facility. If you get in a fluster — with an alien close by, you might suddenly be unable to find the right keys to get away from him — you can pause, or freeze, the game while you compose yourself. However, I found Psion's choice of control keys rather difficult to get used to. Keys 1 to 5 move you up, for example, whereas I would rather be able to use any of the keys in the top row for up. This is, of course, very much a matter of personal preference, other players might well by quite content with Psion's layout.

If you manage to completely paint a mess, more difficult mazes appear. If you find the slowest speed to easy, there are five levels of play to choose from and these can be selected at the start of each game.

Super Glooper is written in machine code. It is a short program and takes only 80 seconds to load. If you have already got one of the many versions of Pac-Man now on the market for your ZX81, you will probably not be very interested in this game. If not, you may well find it a useful addition to your library of games. Not a particularly inspired game, but competent and well-written, and quite good fun.

Jump to it

I also found Frogs, on the B side, an enjoyable game. It is similar to 'Frogger', the basic idea being simple but quite effective.

The screen displays a river with two banks, one at the top of the screen and the other at the bottom. On the river are nine lanes of boats, with boats in adjacent lanes travelling in opposite directions, left to right and right to left across the screen. (The screen looks rather like a bird's eye view down on a *very* busy motorway.)

Eight frogs wait on the lower bank and the object is to help them, each in turn, across the river to five jetties on the upper bank. They must jump from boat to boat, if any land in the river or miss a jetty they are lost. Points are scored for each frog that successfully crosses the river. Two factors make this game more difficult: there is a time limit for each game (100 seconds), and once a jetty has been reached by a frog, that jetty cannot be used again in that game. Whilst the jetties 'downstream' of the last lane of boats are relatively easy to reach, those farthest upstream are much more difficult to land on.

As well as jumping forwards across the river, frogs can jump backwards and left and right along the top of the boats (although they cannot jump from the back of one boat to the front of another coming along behind). Apart from the last frogs, where some manoeuvering is sometimes necessary to get to a still vacant jetty, I found I tended to use the forward keys only.

Again this is a machine code game and the program is quite short taking about 1½ minutes to load. Movement is smooth and the game is pretty well idiot proof. There are nine levels of play, harder games having faster moving boats. A league table that can record the scores of up to eight players is displayed at the end of each game, so a competition between players can be held.

This is the sort of game that requires a lot of concentration. It would probably make a very good alternative to the breathaliser test — a drink or two and I would imagine that it would become well nigh impossible to get any frogs across as the moving boats just form a blurr in front of your eyes.

Frogs is not a complicated game, but it is well written, works well and is enjoyable. At £4.95 for the two games this cassette represents reasonable value for money.

Reversi costs £7.95 and Super Glooper costs £4.95. All the cassettes featured in this review are marketed by Sinclair Research and are available from Sinclair Research Ltd, Stanhope Road, Camberley, Surrey and selected branches of WH Smith Ltd.

Adding on your Spectrum

Our review team take a brief look at some of the hardware add-ons for the ZX Spectrum.

Now that the ZX Spectrum has well and truly established itself on the micro market it is simply supported by a wealth of hardware add-ons Most of these peripheral devices have been manufactured by the people who supported the ZX81 but just as the Spectrum has attracted new users with its prowess so too has it attracted a new following from the add on manufacturers

In this brief guide we have not tried to cover all the devices currently available on the market but rather give you a flavour of the technology you can add on to your Spectrum As joysticks are an obvious favourite these have been covered in some detail whereas RAM packs are fairly standard and so have only been briefly touched on Also included in this section are a number of quite specialised add ons like sound units and a digital tracer

If you own a Spectrum you will no doubt have begun to realise the potential you hold in your hands Over the next few pages you will hopefully see further applications for you and your computer to explore

Joystick interface module — AGF Hardware

The AGF joystick interface a version of which is also available for the ZX81 has been designed to connect to the back of the Spectrum via the rear edge connector There is also an extension edge connector allowing further devices to be added The interface is built solidly but is not completely closed off The connection to the read edge connector is good and can be easily removed without too much worry of it falling apart in your hands.

The special feature of the AGF interface is that it includes an enable switch which makes the keys of the Spectrum inoperative excepting the 2 W S Z 9 O L and Symbol Shift keys There is room for two joysticks and the positions for the joysticks are both clearly marked

Moving onto the joysticks themselves they are very reminiscent of those employed by the Atari computer As can be seen in the photograph they are very solid with an easy to-grip stick made of hard rubber like substance The joysticks at first seemed a little stiff but with use could be manipulated with precision The red firing button was easy to use when moving the stick and always fired when you wanted it to

The joystick interface and joysticks come complete with instructions and a short piece on using the joysticks in your own programs The hardware is also covered by a three month guarantee for the joystick and 12 months cover for the interface

The first commercial program written for two players using the AGF joystick arrangement is soon to be available from Silversoft AGF are also selecting other programs for use with their joysticks

The cost of one joystick and interface module is £23.50 and comes complete with a free demonstration program, Video Graffiti Extra joysticks are priced at £7 45 each For further details of these devices contact AGF Hardware 26 Van Gogh Place Bognor Regis West Sussex PO22 9BY

Joysticks

The joystick interface module from AGF Hardware complete with Atari style joysticks

The Spectrum Add-on — Micro Power

The Micro Power Add-on is a board which fits onto the edge connector at the rear of the ZX Spectrum. This connection is good and solid but when you want to remove it you get the feeling that you are going to pull off some of the components as well! (However it must be said that the Add-on board remained intact throughout the review!)

The Add on board is claimed to give users three advantages. Looking at them in order the first is that it provides three channel sound effects via the popular AY 3 8910 chip from General Instruments. This sound generator allows you to control sound accessing various sound effects by the use of BASIC within the program. By this method you can easily introduce simple effects such as a gun shot within a program — the presence of the speaker on the board makes this quite effective.

Utilising the 2W amplifier and loudspeaker built into the Add-on is easily done by plugging the attached jack plug into the earphone socket of the Add-on to amplify the output of the sound chip. You can also plug the jack plug into the MIC socket at the back of the Spectrum to amplify the output of the computer's BEEP commands.

Provision is made for two joysticks to be fitted to the Add-on and are available from Micro Power as kits. The joysticks, once constructed, are easy to hold and the stick is easy to manipulate. Connection to the Add-on is via a quite flimsy connection but this seemed to hold up reasonably well during the review period.

The cost of the Add-on board is £19.50 + VAT and comes complete with full instructions for use. The joystick kits are priced at £3.95 + VAT. For further details of these products get in touch with Micro Power 5/8A Regent Street, Chapel Allerton, Leeds LS7 4PE.

Joystick board — Intercepter Micro's

This interface board is designed to connect a standard Atari type joystick to the ZX Spectrum.

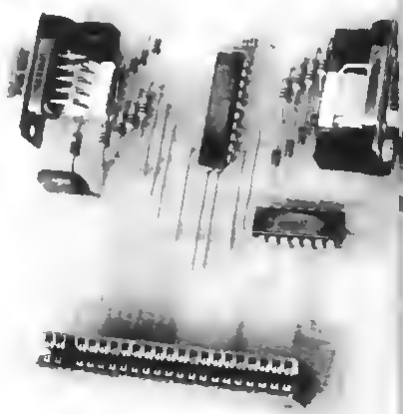
The board itself is not boxed and felt very fragile when plugged into the back of the Spectrum. There is also room at the rear of the board to interface further add-ons should you so desire. Two positions are available for you to insert joysticks, and although the connection did not seem at all strong, the joysticks worked adequately.

Instructions are provided for the user to check that the interface board is working up to the standards required, and a demonstration cassette is included in the package for demonstration of the joystick once connected. The supplied software demonstrates various programming methods including machine code and control over sound and screen movement.

Interceptor Micro's offer any users their help with converting any software that you may already own so that it will operate with the joystick board, and are currently offering to market any software produced written using the board.

The cost of the joystick is £15.95. For further details of this product write to Interceptor Micro's, Lindon House, The Green, Tadley, Hants.

The joystick board from Interceptor Micro's offering facilities for two Atari-style joysticks



Competition pro-joystick — Kempston Micro Electronics

The Kempston joystick is a very solid looking device. Housed in black plastic, the joystick has a thick stick with a bulbous handle which makes it very easy to grip. There are two firing buttons, each brightly coloured red, sup

The Spectrum Add-on from Micro Power — connected in the photograph to amplify the computer's BEEP commands

The solid looking Competition pro joystick from Kempston Micro Electronics

possibly for left or right handed players (Heaven forbid that software games become so complex that you have to choose between the type of laser you blast the aliens with!)

The joystick comes complete with a boxed interface which easily plugs in and out of the rear edge connector of the Spectrum. It does not, however, have any facility for any other add on to be fitted once the joystick is in position.

The joystick operation is easily programmed for in BASIC or machine code and full instructions plus a number of demonstration programs are provided for you to get the hang of it. At the time of writing the Kempston joystick was compatible with at least five games on the market including those from Quicksilva, Softek, Abbex and New Generation.

Operation of the joystick was a bit stiff at first but once you get used to it skilful manipulation was possible.

The cost of the Kempston joystick is £25. Further details on this device are available from Kempston Micro Electronics, 180A Bedford Road, Kempston, Bedford MK42 8BL.

Analogue input device — Midwich

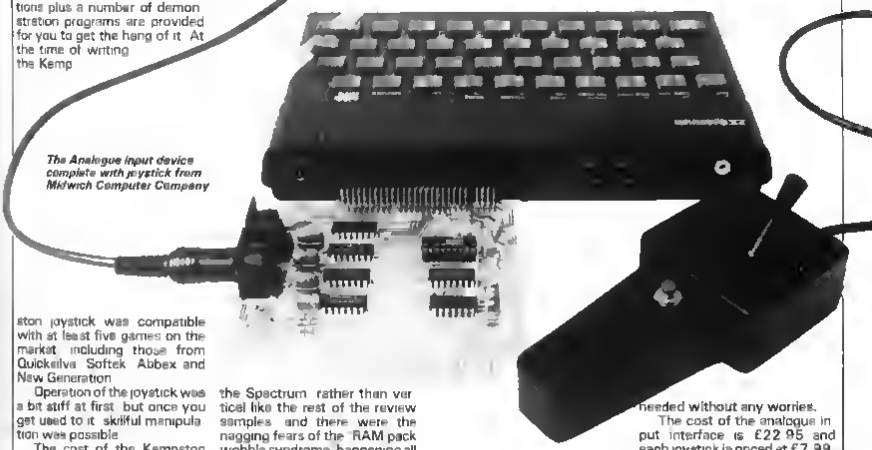
This interface is once again not boxed. Good connections are made when the board is plugged into the Spectrum but there were fears (unfounded as it happens) when it had to be removed. The Midwich interface lies horizontal out of the back of the Spectrum rather than vertical like the rest of the review samples and there were the nagging fears of the RAM pack wobble syndrome happening all over again.

The interface board is available from Midwich as a kit and as such comes complete with full instructions for assembly.

Once you have completed its manufacture there are also a number of programming suggestions which can be utilised to test the unit. Provision is made for two joysticks and although the DIN plugs are used for a good connection, the board did not feel very safe whilst the connections were made. Removing the joysticks from the board involved some fairly vigourous manoeuvering as well which did not feel very confident.

The joysticks supplied with the sample were fairly sturdy and held up well in operation. The feel of them was a little floppy but they nevertheless worked adequately. The firing button, emphasised in bright red, operated whenever it was needed without any worries.

The cost of the analogue input interface is £22.95 and each joystick is priced at £7.99. For further details of Midwich products contact Midwich Computer Company Ltd, Rickinghall House, Rickinghall, Suffolk IP22 1HH.



The Analogue input device complete with joystick from Midwich Computer Company

Sound and vision

The Chatterbox speech synthesis unit from William Stuart Systems

Big Ears — William Stuart Systems

Originally designed for the UK101 and Superboard, the Big Ears speech recognition system is now available for most leading micros including the ZX Spectrum.

Housed in a sturdy box the Big Ears system consists of a microphone, pre amplifier, analogue frequency filters and digital interface. You are also supplied with a software package allowing you to become acquainted with what you soon find is a very complex piece of technology. The program with the system has four modes: Learn, Test, Demo or Save. All the modes are fairly self-explanatory and the demo explains all should you require comprehensive details.

Using the equipment you can allow the Spectrum to learn a word, you can then test that the computer understands and recognizes that word and then save the program together with its new expanded vocabulary.

During the review period we had the Big Ears programmed to recognise nearly everyone's name in the office. And this it did quite successfully except for the name Helen which it seemed to recognize every time it wasn't quite sure!

Complete with full instructions for use, the Big Ears speech recognition system is priced at £49. For further details of this device, contact William Stuart Systems Ltd, 44 Bedford Gardens, London W8 7EH.

Chatterbox — William Stuart Systems

Chatterbox uses a novel method of forming speech — it does not contain a fixed vocabulary, but rather depends on the building up of individual sounds (or phonemes) under program control.

The Chatterbox itself is a nice solid box with a speaker unit built into the front. The output from the speaker is clear and set at a reasonable volume. There is also a speaker output at the back of the unit, as well as an audio output which could be played through your hi fi. The Chatterbox is connected to the rear edge connector of the Spectrum and provides room for additional hardware to be added on.

The speech output from the unit is of quite high standard and is certainly fun to play with. By POKEing various codes it is possible to build up words by their basic sounds. It sounds fairly easy, but it can take quite some time to find exactly the right sounds you need before anyone can recognise what you are trying to say. It is a triumphant moment though when your Chatterbox finally puts together its first word.

The unit comes complete with a list of codes with which to experiment with and use as building blocks as well as some program examples of how to utilise the device within your programs.

The Chatterbox is priced at £49 or £39 as a DIY kit. For further details contact William Stuart Systems Ltd, 44 Bedford Gardens, London W8 7EH.

ZONX — Bi-Pak Semiconductors

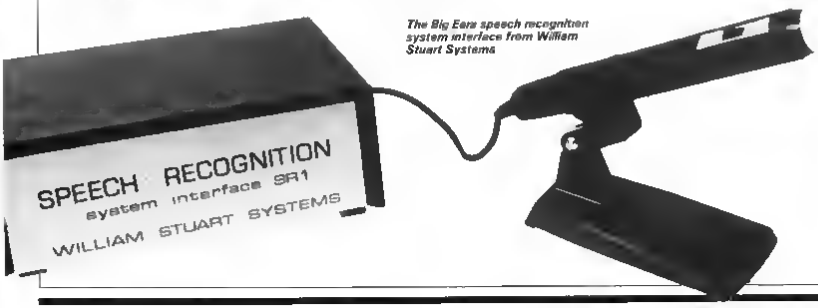
Originally designed for the ZX81, Bi-Pak have now released an adaptor so that the ZONX 81 can now be utilised with the Spectrum.

Self contained in a strong plastic box the unit easily plugs into the rear of the Spectrum forming a good connection. There is a manual control for the volume, the sound produced being clear and within a reasonable volume range.

Using the unit, via simple BASIC commands included with a piece of software, a wide range of sound effects can be produced by the three channel plus noise chip housed within the unit. Thus depending on various statements with a program, the pitches and volumes of three channels and overall attack/decay envelope can be manipulated. And what that means is that you can get quite realistic sound of explosions, helicopters, bells etc.

There is an interface at the rear of the device which means that you could add other devices on the back of the Spectrum at the same time as your ZONX.

The Big Ears speech recognition system interface from William Stuart Systems



Graphics

Complete with a very comprehensive manual with tried and tested software examples the ZONX is priced at £32 75 For more information contact Bi Pak Sem conductors The Mailings 63A High Street Ware Herts SG12 9AG

S-Pack — DCP Microdevelopments

This is another product which first cut its teeth on the ZX81 Plugging this unit into the back of the Spectrum you can make the S Pack work wonders in seconds With a few simple key presses it announces This is Digitalker (which is what it used to be called)

The unit comes supplied with a total vocabulary of 71 phrases numbers or letters They at first sight do not seem very inspiring but at closer inspection they all seem to be fairly useful Should you get bored with these sounds, DCP have three other Word Packs which are supplied as ROMs and just need to be allowed for in your programming for inclusion in a new program These Word Packs are priced at £14 95 each so check out that you are interested in the complete vocabulary before looking too closely at the unit

The S-Pack is housed in a black box with a good edge connector and an expansion connector should you wish to hang anything else on the back

The S Pack complete with Word Pack 1 is priced at £49 95. Further details are available from DCP Microdevelopments Ltd 2 Station Close Lingwood Norwich NR13 4AX

The ZONX 81 speech pack complete with interface for use on the ZX Spectrum from Bi Pak Semiconductors

The S Pack from DCP Microdevelopments

Digital tracer — RD Laboratories

The device from RD Laboratories must be singled out as special if only for its cheap price — this sort of technology has normally only been available for up market computers

The Digital Tracer comes complete with an instruction booklet a tracing sheet and a template which is used for alignment The cassette supplied with the package includes four programs which can be used individually or MERGEd and used together Using the programs you can plot individual points draw lines alter the background and foreground colours shading areas enclosed by the tracer printing and editing of text on screen Thus you could using the Digital Tracer transfer a picture or diagram to the screen further develop it using the editing facilities and then SAVE the screen to tape

In practice however the digital tracer is a little tricky to use As you draw using the tracer a crosshair target comes up on the screen and by skilful manipulation very accurate drawing can be accomplished However when you start trying to fill in areas of the screen or adding fine detail to your drawing it does get a bit awkward Since the software is written in BASIC rather than machine code it would seem fair to lay the blame for any of the tracer's shortcomings at the software's door

Other programs on the cassette include a co-ordinates program which can be used to move an origin and x and y co ordinates around the screen Another program allows you to draw at a fast speed with the tracer with the computer plotting the points at a slower rate And the last program is used to define user characters but is not intended for use with the tracer

All in all a useful device which faithfully reproduces the drawing action on screen The Digital Tracer is available at £49 95 For more details on this product contact RD Laboratories Unit 20 Court Road Industrial Estate Cum Barn Gwent NP44 3AS

The Digital Tracer unit from RD Laboratories

Extra, extra

32K RAM — JRS Software

The 32K RAM option for the 16K Spectrum is offered in two forms: one for each issue of the ZX Spectrum.

The first issue can be upgraded to 48K using a RAM board which is fitted inside the Spectrum. Installation is easily done and requires no soldering just some very careful fitting. The retaining screws in the base of the Spectrum are undone and by carefully lifting up the cover the board can be placed over and firmly pushed into the place indicated in the instructions that come with the RAM board. Once in place the Spectrum is closed up and operates as a 48K machine.

Perhaps a better way of upgrading can be done as in the method employed in the second issue of the Spectrum. Here you are supplied with 12 ICs all clearly marked with a letter A B C D or E. Using the diagram supplied, you carefully undo your Spectrum and position the ICs as shown in the accompanying documentation. Once fitted, the Spectrum can be put back together again and you have a 48K machine.

Both methods of upgrading were easy to accomplish and both proved effective during the period they were tested for review.

The 32K RAM board for the first issue ZX Spectrum is priced at £42.50 and the 32K ICs for the second issue Spectrum cost £42.50. For further details contact JRS Software, 19 Wayside Avenue, Worthing BN13 3JU.

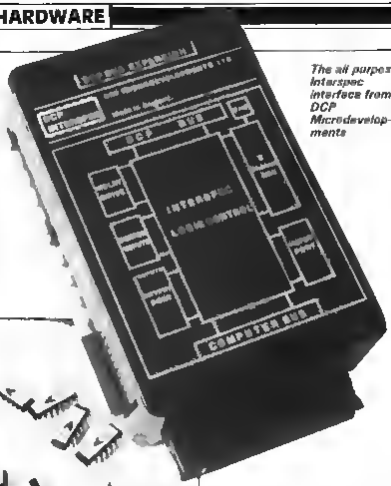
Interspec — DCP Microdevelopments

This one unit provides virtually the complete interface package that anyone would want on their computer.

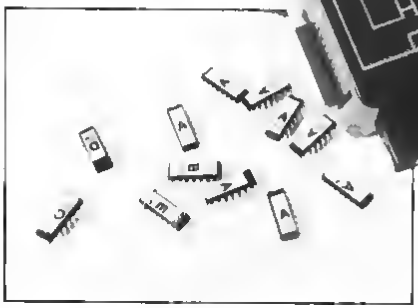
For the dedicated programmer you'll find an eight bit TTL input port, an eight bit TTL output port, an eight channel analogue to digital converter, four high current relay outputs and four switch inputs. Also fitted to the rear of the Interspec is a BUS connector which has all the necessary data, power and decoded address lines to add more peripherals.

Cased in a smart looking unit the Interspec package comes complete with detailed instructions on how to get the most out of the unit, backed with hardware and software examples.

Priced at £39.95, you can find out more about the Interspec unit and its control applications from DCP Microdevelopments Ltd, 2 Station Close, Lingwood, Norwich NR13 4AX.

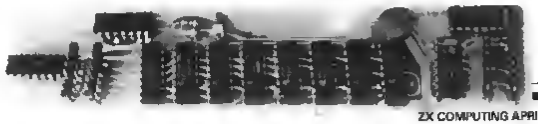


The all purpose Interspec interface from DCP Microdevelopments



The 12 ICs which make the second issue 16K Spectrum up to a 48K device from JRS Software

The RAM board which transforms the first issue 16K Spectrum to a 48K machine



Settling down?

The Spectrum workstation from Peter Furlong Products in action.

Spectrum workstation — Peter Furlong Products

If you're going to settle down with your Spectrum and you want security then this may be what you're looking for — it makes the Spectrum into a very smart looking system.

Constructed from durable ABS plastic the workstation would certainly stand up to a fair amount of punishment. The Spectrum fits into the slot built into the front of the unit and the trailing wires (to the TV, PSU, printer, etc) are to be slotted through small holes cut into the plastic frame. This operation is actually more difficult than it may at first seem, especially as you are required to do some quite tricky soldering to attach the speaker connections to the Spectrum. (The speaker is available as an extra for £3.50.)

Two switches can be attached to the unit (although only one switch is shown in the review sample) an on/off switch for the Spectrum and a LOAD/SAVE switch catering for the bizarre switching leads situation on the Spectrum. These are both counted as extras and are priced at £3.00 each but are extremely necessary for best operation. An alloy base is also available for the unit at the additional price of £3.50 which comes complete with rubber feet for grip.

The PSU is hidden inside the main body of the unit above which sits the TV or monitor. The plinth is raised slightly providing a good angle of view for the user. (Should the TV overhang the workstation Peter Furlong Products are working on an extention bracket to overcome this problem). A matching stackable unit for the ZX Microdrives will soon also be available to match this unit.

The cost of the Spectrum workstation is £16.00 plus £2.00 postage. Further information is obtainable from Peter Furlong Products, Unit F, South Coast Road Industrial Estate, Peacehaven, East Sussex BN9 8NA.

Spectrum custom case — Computex Cases

And if you have settled down to just using a Spectrum, how about a case to carry all your computing bits and pieces around town in.

Aimed at the business user with the typical business person's case, the custom case has been designed to allow for all that you would need to carry around with you including room for the much heralded ZX Microdrives. Each piece of equipment is held securely in shock absorbent foam, with the individual devices connected up under the foam for good connection.

Should you have the opportunity to power up your Spectrum system, you can simply unhinge the lid of the custom case and begin work. The top of the lid includes a number of wallets for papers and books with smaller compartments for pens, cassettes, etc. Constructed from ABS plastic the cases are certainly strongly built and provide a very useful if luxurious addition to the family of Spectrum peripherals.

The Spectrum custom case cost £34.95. For further details contact Computex Cases, Stanhope Road, Camberley, Surrey GU15 3PS.

Full to bursting! The Spectrum custom case from Computex Cases

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If you're having problems with your computer we have experts on tap to try and help you If you want to start a local users' club we'll give you publicity and let you buy books at a special discount for your club members
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---

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SOFTEK

SOFTWARE

Dragon's Lair and Joust

MONSTERS IN HELL

JUST THREE OF THE AMAZING NEW MACHINE CODE GAMES FROM SOFTEK

FOR THE ZX SPECTRUM

MONSTERS IN HELL

If it wasn't actually a nightmare then it [illegible] only seemed like one [illegible] trapped in Hell with the all consuming flames below me being chased by [illegible] monsters through a mad maze of ladders and platforms. But I had Holy Power on my side and a hammer which could magically create holes [illegible] the only way to kill these crazy monsters seemed to be to make them fall to a lower level. But just then the Mad Monk sent his Ghouls after me [illegible] Any ZX Spectrum

Joust

Its taken America by storm [illegible] now its available for your ZX Spectrum. In this amazing new arcade game you ride an ostrich and Joust with the Dark Lords on their buzzards in a fantasy land where anything can happen [illegible] and it usually does. You control your mount's wing flap and direction of flight in this fast and furious game of wits. Any ZX Spectrum [illegible] available very soon

MILLIPEDE

Milli the Millipede seemed indestructable as soon as I shot a part of her, the rest of her just kept on [illegible]. But I was faster, she wouldn't get to me [illegible] Sid the Spider appeared causing me to sweep and lose my aim. And what's this?? Scorpi the Scorpion [illegible] bombing me with her indestructable fleas which leave more of those blasted mushrooms to spoil my aim. Quite the most delectable version of this arcade [illegible] for any ZX Spectrum

Dragon's Lair

I thought it would be easy [illegible] explore the Dragon's Lair, find the legendary Crystal of power and be gone before he knew of what was happening. More fool I for he was there all right waiting for me, and that imp which followed me everywhere with no other seeming purpose than to steal my compass without which I was well and truely lost!
The ultimate Maze Adventure game for the 48K Spectrum!

COSMIC SWARM

Ok, I accept that I'm to blame. I [illegible] against entering the Proxima Centauri Sector [illegible] about to [illegible]. And now I'm in the midst of a swarm [illegible] like [illegible] collision seeming imminent! [illegible] the [illegible] revealing strange alien types which [illegible] I fire again as if my life depended upon it [illegible] of the forms fuse into a single mutant which [illegible] One of the most original shoot 'em up [illegible] appear. Any ZX Spectrum.

FIREBIRDS

This [illegible] they fly they turn figures of eight. The most amazing Hi Res shoot-em-up arcade type game in [illegible] it is ages! Can you survive? Any ZX Spectrum

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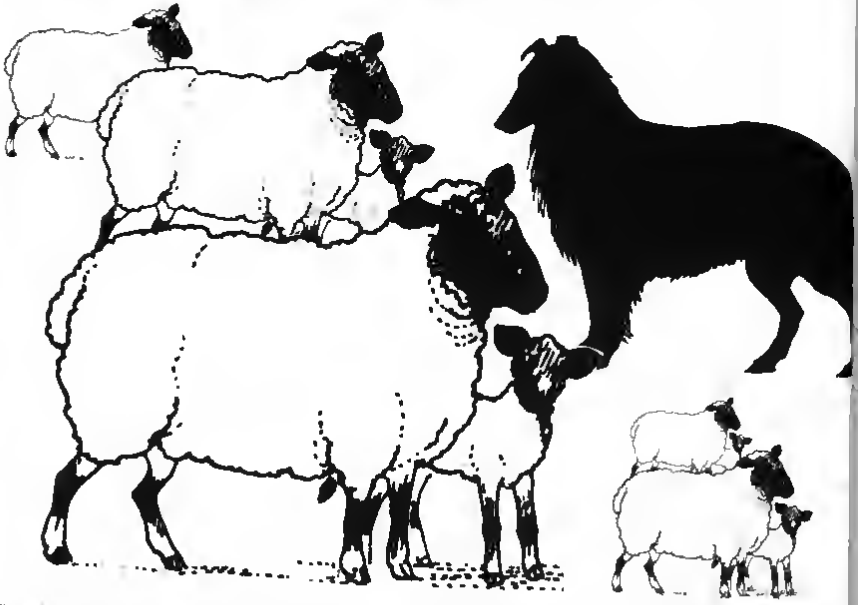
ALL GAMES £5.95

SOFTEK SOFTWARE 329 CROXTED ROAD LONDON SE 24

Sheepdog trial

Round up your sheep with this program for your 16K ZX81 from Guy Morgan of Mid-Glamorgan.



The object of this game is to round up a number of sheep in the shortest possible time. You are given the choice of how many sheep (between one and six) you would like to round up: one sheep is fairly easy but if you choose to round up six sheep you will find it very time consuming as they keep wandering out of the pen as others are being rounded up.

You move the sheep by placing the dog near to the sheep using the cursor keys so that it will move directly away from the dog. However if you move too close to the sheep you may find that the sheep will panic and are liable to move in an unpredictable direction.

The dog is allowed three moves between sheep moves, this can be increased if required by changing line 710. The game ends when the dog has rounded up the sheep and is standing guard at the gate of the pen and the dog's three moves have been completed. At any stage of the game neither the dog or sheep are allowed to jump the fence or wall of the pen.

It's a dog's life

The dog and sheep are POKEd onto the screen and the previous positions of the characters are blanked by POKEing with zero. The POKE numbers are calcu

lated as offsets using the number held in the system variable D FILE as a base point.

The checks on the relationship between sheep and dog are made in terms of x and y co-ordinates, so routines to convert to these are included; they are located at the beginning of the program to speed up the operation. The routine to generate random sheep moves is also placed at the beginning of the program for the same reason. The positions of the sheep in terms of the POKE offsets are held in the array S(N5).

The timer, which is initialised in lines 707 to 709 and updated by the subroutine at line 2010, makes use of the FRAMES system variable. Lines 9000 and 9010 are the usual ZX81 self RUN routine.

```
   1 REM ***SHEEPDOG TRIAL***
   9 REM ***RULES***
  10 PRINT AT 0,10,"SHEEPDOG TRI
AL"
  20 PRINT AT 2,0 "YOU MAY CHOOS
E HOW MANY SHEEP TO ", ROUND UP.
NO MORE THAN 6. IF ", "YOU GET TOO
 CLOSE TO A SHEEP IT ", WILL PAN
IC AND IF YOU ARE TOO", "FAR AWA
 SHEEP WILL WANDER AT ", "RANDOM.

  25 PRINT ,"MOVE DOG WITH THE CU
RSOR KEYS.", "TO USE A TURN WITHO
UT MOVING", "THE DOG PRESS ANY OT
HER KEY."
  30 PRINT AT 13,0 "PRESS ANY KE
Y TO PLAY."
  40 IF INKEY$=" " THEN GOTO 40
  50 CLS
  90 GOTO 500
 100 REM ***CONV. TO CO-ORDS***
 110 LET YS=INT (Z/33)+1
 120 LET XS=Z-(YS-1)*33)
 130 RETURN
 140 REM ***DOG CO-ORDS***
 150 LET YD=INT (D/33)+1
 160 LET XD=(D-(YD-1)*33)
 170 RETURN
 180 REM ***RANDOM MOVE***
 190 LET XS=XS+1-INT (RND*3)
 200 LET YS=YS+1-INT (RND*3)
 210 GOTO 865
 220 REM ***CONV. TO POKE NO.***
 230 LET WS=XS+33*(YS-1)
 240 RETURN
 300 REM ***NO. OF SHEEP***
 310 PRINT "HOW MANY SHEEP DO YO
U WANT ", "TO ROUND UP?"
 315 INPUT N5
 320 IF N5>0 AND N5<7 THEN GOTO
340
 325 PRINT ,"SORRY, MORE THAN 0
AND LESS", "THAN 7"
 330 GOTO 315
 340 PRINT , N5," IS OKAY."
 345 FOR N=1 TO 100
 346 NEXT N
 350 CLS
 355 REM ***INITIALIZE***
 360 DIM S(N5)
 410 REM ***PEN***
 420 PRINT AT 9,13,"┌──┐"
 430 PRINT AT 10,13,"│  │"
 440 PRINT AT 11,13,"│  │"
 450 PRINT AT 12,13,"└──┘"
 460 REM ***FENCE***
 470 FOR N=0 TO 31
 480 PRINT AT 0 N,".",AT 21 N,".
"
 490 NEXT N
 500 FOR N=0 TO 21
 510 PRINT AT N,0,".",AT N,31 ".
"
 520 NEXT N
 530 REM ***GENERATE SHEEP***
 535 LET W=PEEK 16396+256*PEEK 1
6397
 540 FOR N=1 TO N5
 550 LET WS=INT (RND*724)
 560 IF PEEK (W+WS)<>0 THEN GOTO
550
 570 POKE W+WS 20
 580 LET S(N)=WS
 590 NEXT N
 600 REM ***PLACE DOG***
 610 LET WD=INT (RND*724)
 620 IF PEEK (WD+W) <>0 THEN GOTO
 610
 630 POKE WD+W,8
 640 LET D=WD
 700 REM ***START***
 707 LET S=0
 708 POKE 16436,255
 709 POKE 16437,255
 710 FOR N=1 TO 3
 715 LET D1=D
 720 IF INKEY$=" " THEN GOTO 720
 730 IF INKEY$="8" THEN LET D=D+
1
 740 IF INKEY$="5" THEN LET D=D-
1
 750 IF INKEY$="6" THEN LET D=D+
33
 760 IF INKEY$="7" THEN LET D=D-
33
 770 IF PEEK (W+D)<>0 THEN LET D
=D1
 780 POKE W+D1,0
 790 POKE W+D,8
 800 NEXT N
 810 REM ***MOVE SHEEP***
 815 GOSUB 140
 820 FOR N=1 TO N5
 830 LET Z=INT (S(N))
 835 GOSUB 100
 840 IF ABS (XS-XD)>3 OR ABS (YS
-YD)>3 THEN GOTO 180
 843 IF ABS (XS-XD)<2 AND ABS (Y
S-YD)<2 THEN GOTO 180
 845 IF XS>XD THEN LET XS=XS+1
 850 IF XS<XD THEN LET XS=XS-1
 855 IF YS>YD THEN LET YS=YS+1
 860 IF YS<YD THEN LET YS=YS-1
 865 GOSUB 220
 870 IF PEEK (W+WS)<>0 THEN GOTO
300
 875 POKE W+S(N),0
 880 POKE W+WS,20
 885 LET S(N)=WS
 900 NEXT N
 910 REM ***ALL IN PEN?***
 915 LET P=0
 920 FOR N=345 TO 347
 925 IF PEEK (W+N)=20 THEN LET P
=P+1
 930 IF PEEK (W+N+33)=20 THEN LE
T P=P+1
 935 IF P=N5 THEN GOTO 1030
 940 NEXT N
 943 GOSUB 2010
 945 GOTO 710
1000 REM ***END OF GAME***
1010 GOSUB 2010
1022 GOTO 1040
1025 REM ***DOG IN GATE?***
1030 IF PEEK (W+313)=8 THEN GOTO
 1000
1035 GOTO 710
1040 LET TM=INT (S/60)
1045 LET TS=INT (S-TM*60)
1050 PRINT AT 18,1,N5," SHEEP IN
 ",TM," MIN",
1055 IF TM<>1 THEN PRINT 'S',
1060 PRINT AT 18,18," AND ",TS,"
 SECS"
1070 STOP
2010 LET S=S+(256*(255-PEEK 1643
7)+PEEK 16436)/50
2020 POKE 16437,255
2030 POKE 16436,255
2040 RETURN
9000 SAVE "SHEEPDOG"
9010 GOTO 1
```

Sinclair ZX Spect

16K or 48K RAM... full-size moving-key keyboard... colour and sound... high-resolution graphics...

From only £125!

First there was the world-beating Sinclair ZX80 The first personal computer for under £100

Then, the ZX81 With up to 16K RAM available and the ZX Printer Giving more power and more flexibility Together they ve sold over 500 000 so far to make Sinclair world leaders in personal computing And the ZX81 remains the ideal low cost introduction to computing

Now there s the ZX Spectrum! With up to 48K of RAM A full size moving key keyboard Vivid colour and sound High-resolution graphics And a low price that's unrivalled

Professional power–personal computer price!

The ZX Spectrum incorporates all the proven features of the ZX81 But its new 16K BASIC ROM dramatically increases your computing power

You have access to a range of 8 colours for foreground background and border together with a sound generator and high resolution graphics

You have the facility to support separate data files

You have a choice of storage capacities (governed by the amount of RAM) 16K of RAM (which you can upgrade later to 48K of RAM) or a massive 48K of RAM

Yet the price of the Spectrum 16K is an amazing £125! Even the popular 48K version costs only £175!

You may decide to begin with the 16K version If so you can still return it later for an upgrade The cost? Around £60

Ready to use today, easy to expand tomorrow

Your ZX Spectrum comes with a mains adaptor and all the necessary leads to connect to most cassette recorders and TVs (colour or black and white)

Employing Sinclair BASIC (now used in over 500 000 computers worldwide) the ZX Spectrum comes complete with two manuals which together represent a detailed course in BASIC programming Whether you re a beginner or a competent programmer you'll find them both of immense help Depending on your computer experience you ll quickly be moving into the colourful world of ZX Spectrum professional level computing

There s no need to stop there The ZX Printer – available now – is fully compatible with the ZX Spectrum And later this year there will be Microdrives for massive amounts of extra on-line storage plus an RS232 / network interface board

Key features of the Sinclair ZX Spectrum

- Full colour – 8 colours each for foreground background and border plus flashing and brightness intensity control
- Sound – BEEP command with variable pitch and duration
- Massive RAM – 16K or 48K
- Full size moving key keyboard – all keys at normal typewriter pitch with repeat facility on each key
- High resolution – 256 dots horizontally x 192 vertically each individually addressable for true high resolution graphics
- ASCII character set – with upper and lower case characters
- Teletext compatible – user software can generate 40 characters per line or other settings
- High speed LOAD & SAVE 16K in 100 seconds via cassette with VERIFY & MERGE for programs and separate data files
- Sinclair 16K extended BASIC – incorporating unique one-touch keyword entry syntax check and report codes

ctum

ZX Spectrum software on cassettes – available now

The Spectrum software library is growing every day Subjects include games education and business/household management Flight Simulation Chess Planetoids History Inventions VU-CALC VU-3D Club Record Controller there is something for everyone And they all make full use of the Spectrum s colour sound and graphics capabilities You ll receive a detailed catalogue with your Spectrum

ZX Expansion Module

This module incorporates the three functions of Microdrive controller local area network, and RS232 interface Connect it to your Spectrum and you can control up to eight Microdrives communicate with other computers and drive a wide range of printers

The potential is enormous and the module will be available in the early part of 1983 for around £30

sinclair

Sinclair Research Ltd, Stanhope Road, Camberley Surrey GU15 3PS
Tel Camberley (0276) 685311

The ZX Printer – available now

Designed exclusively for use with the Sinclair ZX range of computers the printer offers ZX Spectrum owners the full ASCII character set – including lower-case characters and high-resolution graphics

A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions Printing speed is 50 characters per second with 32 characters per line and 9 lines per vertical inch

The ZX Printer connects to the rear of your ZX Spectrum A roll of paper (65ft long and 4in wide) is supplied along with full instructions Further supplies of paper are available in packs of five rolls

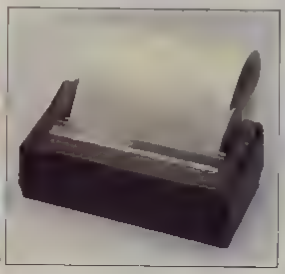
The ZX Microdrive – coming soon

The new Microdrives designed especially for the ZX Spectrum, are set to change the face of personal computing by providing mass on line storage

Each Microdrive can hold up to 100K bytes using a single interchangeable storage medium

The transfer rate is 16K bytes per second with an average access time of 3 5 seconds And you ll be able to connect up to 8 Microdrives to your Spectrum via the ZX Expansion Module

A remarkable breakthrough at a remarkable price The Microdrives will be available in the early part of 1983 for around £50



How to order your ZX Spectrum

BY PHONE – Access Barclaycard or Trustcard holders can call 01 200 0200 for personal attention 24 hours a day every day BY FREEPOST – use the no-stamp needed coupon below You can pay by cheque postal order Barclaycard Access or Trustcard

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	Sinclair ZX Spectrum – 48K RAM version	101	175 00	
	Sinclair ZX Printer	27	59 95	
	Printer paper (pack of 5 rolls)	16	11 95	
	Postage and packing orders under £100	28	2 95	
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Machine code tutor

Join Mark Wenham of County Kilkenny as he shows us an easy way to make sense of certain machine code instructions.

This program is aimed at those who like myself get tired of writing out strings of 1s and 0s in order to work out the effect of certain machine code instructions The program is menu driven and covers 25 instructions These are

ADC A X	CPL	RRC A
ADD A X	DAA	SLA A
SBC A X	RLA	SRA A
AUB A X	RRA	SRL A
AND X	RLCA	NEG
OR X	RRCA	RLD
XOR X	RL A	RRD
DEC A	RR A	
INC A	RLC A	

Inputs can be made in binary decimal and Hex, outputs are sapressed in the same way

The program shows all flags (some instructions do not affect certain flags hence the inclusion of both RRCA and RRC A etc) The results of the last instruction may be carried forward to the next instruction and the flags register is saved and restored between instructions allowing the sequence of instructions to be executed

Using it

Once you have the machine code tutor (MCT) program up and running the menu is printed on the screen Then enter the letter corresponding to the instruction you would like to see When the next prompt A= appears enter any number between 0 and 255 The same applies for the prompts, X= and (HL)=

For binary and Hex inputs the input strings should start with a B or an H respectively followed by at least two digits (see Appendix A of the Sinclair manual for a list of the legal Hex numbers) Binary numbers may be any combination of 1s and 0s it should be noted that only the first eight digits of these will be used by the program, ie B01 will equate to 00000001 and B000000001 will equate to 00000000

The flags used in the program are as follows

```
16514   1E00          LD E 00        Number to be converted is
        0608          LD B 08        POKEd into 16515
        CB13   LOOP   RL E           Rotate number to left
        3804          JR C+4         if left most bit is 1
        3E1C          LD A, "0"      ELSE
        1802          JR +2
        3E1D          LD A, "1"
        07            RST 10         PRINT CHR$ held in a register
        10F3          DJNZ LOOP
        C9            RET
```

The machine code listing for decimal to binary

S — Sign
Z — Zero
— — Not used
H — Half carry
P — Parity/overflow
N — Subtract
C — Carry

To get the program running simply enter and RUN the loader program. Then delete lines 10-130 (high numbers first) and enter line 10 of MCT. In line 10 is not listed in Command mode try the following

LIST 10
POKE 16419,10

and then CONTINUE

The variables used in the programs are

A$ — Input (and decimal output) string
B$ — Is equal to A$ (2 TO) if A$ is binary
C$ — Hex codes of machine code instructions
E$ — Hex codes of second byte of two byte instructions
I$ — Mnemonic for C$ and/or E$
Q$ — Hex output string
Z$ — TR$ of the last output
A — VAL A$
DF — Start of the display file
L — Menu number (code A$ — 37) of the current instruction
W — Pointer (to find I$ in the display file)

Here is a list of addresses which can be PEEKed

PEEK 16507 — (HL)
PEEK 16508 — Flags register
PEEK 16579 — First byte of a machine code instruction
PEEK 16580 — Second byte of a machine code instruction (or second operand — X,(HL))
PEEK 16578 — Accumulator
PEEK 16515 — VAL A$ (decimal to binary)

Here is a list of the entry points to the various routines

USR 16514 — Decimal to binary
USR 16532 — Binary to decimal
USR 16570 — Carry out instruction
USR 16589 — Print menu

And finally, here is a break down of the MCT program

Lines 100-290 Input subroutine
Lines 110-150 Idiot proofing
Line 170 Hex input

```
16532   2A1040          LD HL, (VARS)
        3E47            LD A 71d          (71 = B$)
        EDB1            CPIR              Look for B$
        C0              RET PO            if not found
        7E              LD A (HL)         get length of string
        FED8            CP08
        3802            JR C + 2
        3E08            LD A,08           IF LEN B$ > 8, ignore B$(9 TO)
        47              LD B,A
        5F              LD E A
        23              INC HL
        23              INC HL            Move to start of string
        E5              PUSH HL           Save it
        7E      LOOP    LD A (HL)
        D61C            SUB 28d           Strip ZX "D" (try PRINT B$
        77              LD (HL) A         after binary input)
        23              INC HL
        10F9            DJNZ LOOP         From 1st eight (or less) CHR$
        E1              POP HL            Get start of string
        43              LD B E            1st eight CHR$ of B$ are now
        05              DEC B             CHR$ 0 or CHR$ 1
        7E              LD A (HL)
        17      LOOP 2  RLA               Move these 'bits' into
        23              INC HL            a register
        86              ADD A (HL)
        10FB            DJNZ LOOP 2
        4F              LD C A            (B = 0)
        C9              RET
```

The machine code listing for binary to decimal

```
16570   217C40          LD HL 16508
        4E              LD C (HL)         Get flags from last result
        C5              PUSH BC           and
        F1              POP AF            put them in the flags register
        2B              DEC HL            (16507 = "(HL)")
        3E00            LD A 00           ← 16578
        00              NOP               ← 16579
        00              NOP               ← 16580
        F5              PUSH AF
        C1              POP BC
        23              INC HL
        71              LD (HL) C         Save flags for next time
        48              LD C B
        0600            LD B 00
        C9              RET
```

The machine code listing for instruction

```
16589   21D840                  LD HL 16600       Start of B$ in loader program
        7E              LOOP    LD A (HL)         Get character
        FEFF                    CP FF             If "COPY"
        C8                      RETZ              then return
        D7                      RST10             else PRINT CHR$
        23                      INC HL
        18F8                    JR LOOP
16600   INSTRUCTIONS ARE
```

The machine code listing for print

Lines 190-200 Binary input
Lines 300-430 Print menu — input choice
Lines 380-400 Get mnemonic
Lines 480-660 Input operands and print them. Carry out instructions and prints the result.

```
1   REM 317 CHR$ PEEK 16530=CODE OF LAST CHR$
10  LET X= 16514
20  LET A$= "1E00 0608 C813 3804 3E1C 1802 3E1D
    D7 10F3 C9 2A1040 3E47 EDB1 E07E FED8 3802
    3E08 475F 2323 E5 7E D61C 77 23 10F9 E1 43 06
    7E 17 23 86 10FB 4F C9"
30  LET A$= A$ + "217C40 4E C5 F1 2B 3E00 00
    00F5 C1 23 71 48 0600 C9 21D8 4D 7E FEFF C8 D7
    23 18F8"
33  REM LEN A$=172
40  FOR F= 1 to LEN A$ STEP 2
50  POKE X 16* CODE A$(F) + CODE A$(F+1) — 476
```

It can take the genius of Pythagorus and the patience of Job to succeed with machine code

```
80  LET X= X + 1
70  NEXT F
60  LET B$= "INSTRUCTIONS    ARE  * * A)ADC    A,X
      N)RLCA * B) ADD    A X    O)RRCA * C) SBC
      A X    P)RL  A * D) SUB   A X    Q)RR    A * E)
    AND    X          R)RLC    A * F) OR    X          S)
    RRC    A * G) XOR    X          T) SLA    A * H) DEC
      A          U) SRA    A * I) INC    A          V)
    SRL    A * J) CPL          W) NEG * K) OAA
              X) RLD * L) RLA          Y) RRD * M)
    RRA COPY"
68  REM LEN B$= 231
90  FOR F= 1 TO LEN B$
100 POKE X CODE B$ (F)
110 IF B$ (F)= " * " THEN POKE X 118
120 LET X= X + 1
130 NEXT F
```

Machine code loader program

```
00  REM DO NOT CHANGE PRINT STATEMENTS
      280/480/520/560
10  DIM I$(5)
20  LET Z$= "0"
30  LET C$= "CE C6 DE D6 E6 F6 EE 3D 3C 2F 27 17 1F
      07 0F C6 CB C6 CB C6 CB C6 CB ED ED ED"
35  POKE 16508, 0
40  GO TO 300
100 INPUT A$
110 IF A$ < "0" THEN GOTO 100
120 IF A$= "S" THEN LET A$= Z$
130 IF A$ < "A" AND A$ (LEN A$) < "A" THEN GOTO
      100 + 120 * (VAL A$ < 256)
140 IF A$ (1) < > "H" AND A$(1) < > "B" THEN GOTO
      100
150 IF LEN A$ < 3 OR A$ (1 + (LEN A$ > 2)) > "F" OR
      A$ (LEN A$) > "F" THEN GOTO 100
160 IF A$ < "H" THEN GOTO 190
170 LET A= 16 * CODE A$ (2) + CODE A$ (3) - 476
180 GOTO 230
190 LET B$= A$ (2 TO)
200 LET A= USR 16532
210 GO TO 230
220 LET A= VAL A$
230 LET A$= STR$A
240 LET O$= CHR$ (INT(A/16)+26) + CHR$ (A - 16 *
      INT (A/16)+26) + "H"
250 LET A$= "00" (TO (A < 10) + (A < 100)) + A$
260 POKE 16515, A
270 RAND USR 16514
280 PRINT " =" A$  =", O$
290 RETURN
300 LET DF= PEEK 16396 + 256 * PEEK 16397
310 LET E$= "17 IF 07 OF 27 2F 3F 44 6F 67"
320 RAND USR 16569
325 PRINT "        ENTER A - Y"
330 INPUT A$
340 IF A$ < "A" OR A$ > "Y" THEN GOTO 330
350 LET L= CODE A$ - 37
360 LET W= 1 + L - 13 * (A$ > "M")
370 LET DF= DF + 3 + 33 * W + 10 * (A$ > "M")
380 FOR F= 1 TO LEN I$
390 LET I$= CHR$ PEEK (DF + F - 1)
400 NEXT F
410 LET W= L * 2 - 1
420 IF A$ > "O" THEN LET E$= E$ (W - 30 TO W -
      29)
430 CLS
440 PRINT I$ " X" (TO 2 * (A$ < "E")) " =" C$ (W
      TO W + 1) E$ (TO 2 * (A$ > "O")) " H "
450 POKE 16579, 16 * CODE C$(W) + CODE C$ (W +
      1) - 476
460 POKE 16580, (16 * CODE E$ + CODE E$ (2) - 476)
      * (A$ > "O")
470 PRINT AT 15, 0; "TO USE LAST RESULT ENTER S " "
      START BINARY WITH B/HEX WITH H"
480 PRINT AT 4, 2; "A ="
490 GOSUB 100
500 POKE 16578, A
510 IF L > 7 THEN GOTO 660
620 PRINT " X ="
630 GOSUB 100
640 POKE 16580, A
550 IF L < 24 THEN GOTO 590
560 PRINT "(HL)="
570 GOSUB 100
580 POKE 16507, A
590 LET A= USR 16570
600 PRINT AT 7, 0; "A ="
610 GOSUB 230
620 LET Z$= A$
630 IF L  24 THEN GOTO 665
640 LET A= PEEK 16507
650 PRINT "(HL)="
660 GOSUB 230
665 PRINT "FLAGS SZ - H - PNC"
670 PRINT "      "
675 POKE 16515, PEEK 16508
680 RAND USR 16514
685 IF PEEK 16508 > = 128 THEN PRINT "  (A="; VAL
      Z$ - 256; ")"
690 PRINT AT 19, 0; "ANY KEY TO CONTINUE"  "E TO
      STOP"
695 IF INKEY$= "" THEN GOTO 695
700 CLS
705 GOTO 300
```

Machine code tutor (MCT) program

NEW SPECTRUM SOFTWARE

48K SPECTRUM

Super Spy

An exciting espionage adventure [illegible] you follow the villain's trail [illegible] complex puzzles, coded messages [illegible] maze. With different solutions every game Super Spy will keep you entertained for [illegible] week. [illegible] £6.50

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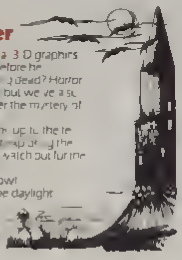
Take your claim to the Top of the World with this gripping vertical adventure [illegible] you aim to conquer the 29,141 summit of the world's highest peak.

[illegible] from base camp to base camp in defiance of all the obstacles [illegible] man and nature can throw at you! Survive intense cold as you [illegible] avalanches, thin ice and, of course, abominable snowmen! Unpredictable wayward Sherpas and cross bottomless crevasses but remember to watch your oxygen supply! A game of skill, running, bravery and daring for those with a head for heights! £6.50

48K SPECTRUM

Transylvanian Tower



A spine chilling adventure in exciting full 3-D graphics. Can you find the courage to confront Dracula before he [illegible] you to the dark world of the living dead? Horror film addicts will recognise most of the monsters but we've also added a few surprises! Can you discover the mystery of the lonely castle and escape with the treasure?

Enter via the storage hatch and climb up to the terrifying top floor [illegible] help [illegible] will [illegible] the 500 rooms of [illegible] Dracula's lair. But watch out for the bats!

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16K SPECTRUM

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Command a 17th Century sailing ship. Win victories for Britain, juggle your supplies, manpower and ammunition [illegible] battle your way up the ranks [illegible] and finally achieve promotion to First Sea Lord, but beware [illegible] it won't be easy! Engage enemy fleets, survive sunstroke, fevers, dysentery, endure fire, fog and thirst [illegible] then when you think you've done well [illegible] rush back to Port Royal for promotion! With full colour ship graphics and sound. £4.95

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48K SPECTRUM

Ship of the Line

48K version features the chance to send out [illegible] prize money to take intelligence tests and to be [illegible] admiralty ladder! This greatly extended version [illegible] make the most of your extra memory. £6.50

16K ZX81

Bargain Bytes Cassette One

Deep Sea Adventure * Bank Account [illegible] Depth Charge * Hangman [illegible] Currency Calculator * Agent's Bargain

Eight interesting programs for just £5.00

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If you want to make your machine work for you, this is an ideal program.

Cash Controller has four basic functions. It keeps your Bank Account in order. It looks after your Home Budgeting. It calculates loan interest and repayments, and finally it checks your mortgage for you. In addition it only lets you into the program by means of your own secret password which you personally choose. Once you've allocated budget headings, any transaction you put through the Bank Account will automatically be taken into account on your budgets.

Using a Sinclair printer hard copy statements can be produced running from any date to any date, much more versatile than your regular bank statement! This program has been carefully crash proofed to prevent a minor error from scrambling the existing data, and comes with clear on screen instructions plus full printed notes to help you on your way. Finally it holds up to 200 bank transactions and fills up most of the memory of your 48K Spectrum. £10.00

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F.A. Cup

Get on the road to Wembley with this football simulation written by GL Maynard.

This program was written to provide as realistic a simulation as possible of football's biggest annual spectacle.

The 124 teams entering the competition are allotted classes from one to six, one being for Division One, two for Division Two, and so on, classes five and six are reserved for amateurs. The 92 football league teams are compulsory for the competition, but the amateur teams may be chosen by the user.

On the ball

The teams, together with their classes, can be typed in once the whole program has been entered into the computer by typing RUN 8000. Lines 8000 to 9140 comprise the team input routine: the user is asked to INPUT the team names, followed by the class of the team. It must be noted that the First Division teams must be typed in first, followed by the Division Two teams, and so on.

Once all the teams have been typed in, lines 8000 to 9140 can be deleted and the program SAVEd. For this, try typing in SAVE "1a cup". LINE 40 this will allow the program to RUN automatically without obliterating the names of all the teams and their respective classes.

When the game has been successfully LOADed, the program will stop to allow the user to type RAND, followed by GOTO 50. This ensures that the same draws do not crop up again and again (which tends to happen if RAND is incorporated into the program).

Match of the day

The rounds are drawn, displayed and played one by one. Lines 150 to 210 ensure that First and Second Division teams are excluded from the first two rounds of the competition, while line 245 admits these 44 teams to round three.

Lines 450 to 510 make sure that the results of the games reflect the classes of the teams. The draws for each round are made in lines 266 to 300. Lines 550 to 750 comprise the routine which checks for replays, and then plays them.

Below is a list of the variables used in the program and a brief explanation of their function:

a	— Loop variable.
a$	— Array, dimensioned (124, 14) — Team names of up to 14 characters.
c	— Array, dimensioned

(124) — Team classes one to six

d — Array dimensioned (124) — If d is equal to zero then the team is out or excluded if d is equal to one then the team is through or admitted to the next round and if d is equal to two then the game must be replayed

e — Array dimensioned (124) — Selected randomly in the draw. Also allows the draw to be made

f — The away team score

dif — The difference in classes of the two teams playing

diff — The difference in classes as read from the DATA in line 475

r — The round number

s — The number of teams in a round

u — Loop variable

t — If the value of t is equal to zero then there are no replays

home — The possible magnitude of the home team's score as read from the DATA in line 475

away — The possible magnitude of the away team's score as read from the DATA in line 475

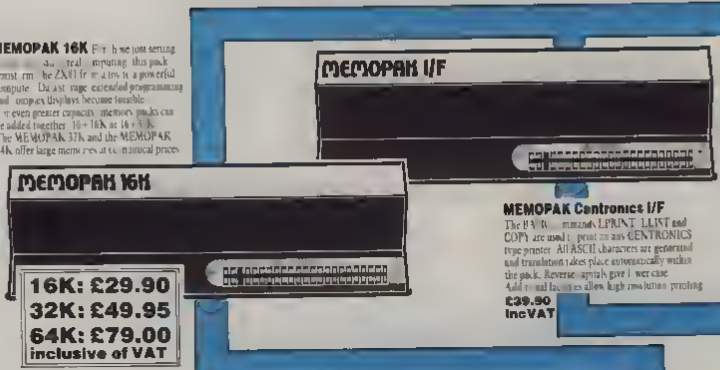
When the program is in use the player will have to wait for a few seconds while the draw is made at the beginning of each round. Then as the user presses Enter a new score will be displayed on the screen

```
 10 REM F.A. CUP GAME
 30 REM Preliminaries
 40 CLS  PRINT AT 10,0,"type A
AND then GOTO 50"  STOP
 50 POKE 23609,60  BORDER 4  IN
K 7  PAPER 2  BRIGHT 0
 150 REM exclude divs. 1-2
 180 CLS  FOR a=1 TO 124
 190 LET d(a)=0
 200 IF c(a)=4 OR c(a)=5 OR c(a)
=6 THEN LET d(a)=1
 210 NEXT a
 215 REM main game loop
 220 FOR r=1 TO 6
 221 BORDER INT (RND*8)  INK INT
 (RND*8)  PAPER 9
 222 BEEP .1,3  BEEP .2,2  BEEP
.2,1  BEEP .2,0
 224 IF r=6 THEN PRINT FLASH 1,
INK INT (RND*8), PAPER 9,AT 17,0
; "The final draw is about to be
 made"  GO TO 250
 228 PRINT FLASH 1, INK INT (RND
*8), PAPER 9,AT 17,0,"The draw f
or round ",r," is about to be mad
e"
 230 IF r=1 OR r=2 THEN LET s=80
/r
 235 IF r>2 THEN LET s=64/(2↑(r-
3))
 240 IF r<>3 THEN GO TO 266
 242 REM adjust 1st & 2nd div. te
ams
 245 FOR a=1 TO 44  LET d(a)=1
NEXT a
 260 REM draw
 265 FOR a=1 TO s
 270 LET e(a)=INT (RND*124)+1
 280 IF d(e(a))=0 THEN GO TO 270
 290 LET d(e(a))=0
 300 NEXT a
 310 CLS
 315 IF r=6 THEN PRINT "FINAL OR
AU"  GO TO 340
 320 PRINT "Draw for round ",r"
 330 REM printout of draw
 350 FOR a=1 TO s-1 STEP 2
 390 PRINT INK INT (RND*8), PAPE
R 9,a$(e(a))," v ",a$(e(a+1))
 395 BEEP .05,2.45
 400 NEXT a
 410 PAUSE 989
 420 CLS
 425 IF r=6 THEN PRINT "F.A. CUP
 FINAL - AT WEMBLEY"''''  GO TO 4
35
 430 PRINT "Round ";
 435 BEEP .2,4  BEEP .15,1
 440 REM scores & score printout
 routine
 450 FOR a=1 TO s-1 STEP 2
 455 BEEP .1,-1  BEEP .1,-3
 460 INPUT INK 7, PAPER 2, FLASH
1, "ENTER for next result", LINE
 i$
 470 LET diff=c(e(a))-c(e(a+1))
 475 DATA -5,9.1,1.6,-4,7.2,2.05
,-3,6.2,2.45,-2,4.7,3.1,-1,4.35,
3.65,0,4.35,4.1,1,4.2,2,3.5,4,
4,3.2,5.05,4.3,05 5.2 5 2.05 -
.15
 480 RESTORE 475
 490 FOR u=1 TO 11  READ diff,ho
me,away
 500 IF diff=dif THEN LET e=INT
(RND*home)  LET f=INT (RND*away)
  GO TO 580
 510 NEXT u
 550 REM replays
 580 IF d(e(a))=2 THEN RETURN
 600 PRINT a$(e(a)),e," ",a$(e(a
+1)),f
 610 IF e>f THEN LET d(e(a))=1
 620 IF f>e THEN LET d(e(a+1))=1
 630 IF e=f THEN LET d(e(a))=2
 640 NEXT a
 650 LET t=0
 660 FOR a=1 TO s-1 STEP 2
 670 IF d(e(a))=2 THEN LET t=t+1
 680 NEXT a
 690 IF t=0 THEN GO TO 850
 695 PAUSE 150
 700 CLS
 710 PRINT "Replays"
 712 BEEP .15,-2  BEEP .1,0
 715 BEEP .2,2  BEEP .3,1  BEEP
.15 2.4
 720 FOR a=1 TO s-1 STEP 2
 730 IF d(e(a))<>2 THEN GO TO 81
0
 740 IF d(e(a))=2 THEN GO SUB 46
0
 750 IF d(e(a))=2 THEN PRINT a$(
e(a+1)),f," ",a$(e(a)),e  BE
EP .05,3  BEEP .1,-5.45
 755 REM set flags after match
 760 LET d(e(a))=0  LET d(e(a+1)
)=0
 780 IF e>f THEN LET d(e(a))=1
 790 IF f>e THEN LET d(e(a+1))=1
 800 IF f=e THEN LET d(e(a))=2
 810 NEXT a
 820 IF t<>0 THEN PAUSE 100
 840 GO TO 850
 842 PAUSE 150
 845 CLS
 850 BEEP .1,2  BEEP .2,-5  NEXT
r
 860 FOR a=-20 TO 30  BEEP .02,a
  NEXT a
 870 FOR a=30 TO -25  BEEP .015,
a  NEXT a
 900 INPUT FLASH 1, "ENTER for ne
w game", LINE i$  GO TO 40
7900 REM team and class input ro
utine
8000 DIM a$(124,14)  DIM c(124)
 DIM d(124)  DIM e(124)
9000 FOR a=1 TO 124
9070 CLS
9080 PRINT AT 0,0,"TEAM ",a
9090 INPUT AT 2,0,"NO MORE THAN
14 CHARACTERS", LINE a$(a)
9100 CLS
9110 PRINT AT 0,0,"GIVE CLASS 1-
6",AT 2,0,"1-2  DIV.1"''"3  D
IV.2"''"4  DIV.3"''"5  DIV.4
''"6  AMATEUR"
9120 PRINT AT 16,7,a$(a)
9130 INPUT (a)
9140 NEXT a
```

At Memo

we realise the potent

MEMOPAK 16K For those just setting [illegible] in personal computing this pack transforms the ZX81 from a toy to a powerful computer. Distant range extended programming and compact displays become feasible. For even greater capacity, memory packs can be added together, 16+16K or 16+32K. The MEMOPAK 32K and the MEMOPAK 64K offer large memories at economical prices.



MEMOPAK Centronics I/F
The BASIC commands LPRINT, LLIST and COPY are used to print on any CENTRONICS type printer. All ASCII characters are generated and translation takes place automatically within the pack. Reverse alphabet give lower case. Additional facilities allow high resolution printing.
£39.90 inc VAT

It all adds up to an efficient, modular computer system

The **Memotech** approach to microcomputing is to take the well proven and popular ZX81 as the heart of a modular system. This small computer houses the powerful Z80A processing unit and acts as the central processor module through which the **Memopaks** operate.

Memotech has a reputation for professional quality, producing units which are designed to fit perfectly, to look well-balanced, and to work efficiently and reliably.

The modular approach gives ZX81 owners the freedom to design the system they really need. Furthermore, the intercompatibility of the modules ensures that later additions will click straight in, to give you a system that grows with your ambitions and abilities.

To ensure that your expectations are realised, care is taken at every stage to design features into the system to anticipate your needs. For example:

1) Memories are cumulative e.g. 16K and 32K can be added to the **Memopak 16K** or even to the Sinclair 16K RAM pack. 2) The **HRG** firmware allows commonly used constructions (such as scrolling, shading and labelling graphs), to be called by a few simple commands. 3) The **Centronics I/F** converts ZX81 character codes into ASCII and extends the print line to the width of the printer, still using the LLIST, LPRINT and COPY commands.

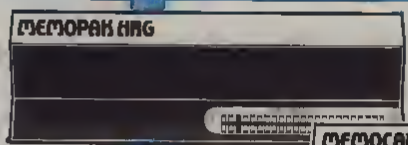
As one example, a system with 16K of memory and **Memocalc** is all that is required to perform the same sophisticated numerical projections as a computer at 10 times the price. The problem may be as complicated as a cash flow or production schedule, or as simple as household accounts or pocket money budgeting. If your bank manager wants to see the cash flow, then a single print instruction to the **Centronics I/F** will give a printout which is more than acceptable.

The example system which is shown, on the other hand, would satisfy the needs of someone who wanted to enter data

How it all fits together

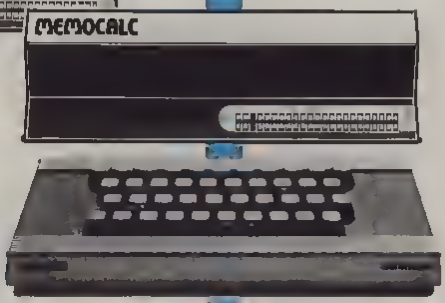
You can see from the diagrams how various Memotech/Sinclair units can be combined

motech,
ntial of your ZX81...



MEMOPAK HRG This pack boosts display resolution imposed by operating at the ZX81 character level and allows high definition displays to be generated. All 248 × 192 individual pixels can be controlled using simple commands and the built in software enables the user to work interactively at the dot, line character, block and page levels. Scrolling flash reverse and animation are all here.

£39.90 inc VAT



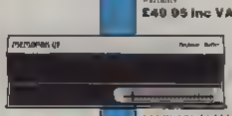
MEMOCALC The screen display behaves as a window into a large sheet of paper on which a table of numbers is laid out. The maximum size of the table is determined by the memory capacity, and with a MEMOPAK 64K a table of up to 7000 numbers with up to 250 rows and 99 columns can be specified. Each location in the table can be either a number which is keyed in or a formula which generates a number.

£29.90 inc VAT

MEMOTECH KEYBOARD

The Memotech high grade keyboard plus buffer pack takes the effort out of data entry for ZX81 users. The keyboard has a light professional touch and is housed in an elegant aluminium case. The simple plug in system means that you are not obliged to open up your ZX81, use a soldering iron or invalidate your ZX81 warranty.

£49.95 inc VAT



KEYBOARD BUFFER PAK

The Buffer Pak performs a "housekeeping" function for the keyboard, interfacing directly with the port at the back of your ZX81.

via a light touch keyboard, construct and label graphs, and then copy the screen to an 80-column printer. Only 16K of memory is shown here but with additional memory, more than one video page can be stored. Up to 7 pages can be displayed in rapid succession to give animated displays.

Looking forward, **Memotech** will continue to back the ZX81 through 1983 with fast storage devices, pressure sensitive electronic drawing boards and more software packs including a **Wordprocessor, an RS232 Interface and a Z80 Assembler.**

MEMOTECH PRODUCTS ARE AVAILABLE FROM MAJOR BRANCHES OF W.H.SMITH AND JOHN MENZIES

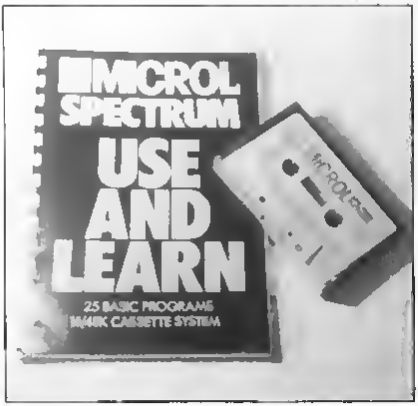
The learning process

James Walsh studies the new software package from Microl for your ZX Spectrum.

Within a matter of months of the launch of the Spectrum the market had been invaded by books on BASIC programming written by everyone from software houses to large publishing companies. It is not for me to comment disfavourably on the content of these books, partly as I cannot profess to having read them all and because there have been no signs that they are not doing their job. But what has, up until now, been forgotten is that not everybody just wants to know how to write programs on the Spectrum and yet they would probably soon get bored with only playing games. So this is what the Use And Learn book and tape from Microl is trying to ramedy.

The 25 BASIC programs in Use And Learn from Microl have been designed to demonstrate the wide ranging potential of the Spectrum and in conjunction with the manual attempts to improve your programming skills (if that is what you want to do). The Microl package is an excellent way of introducing someone to computers without necessarily baffling them with jargon. For each of the programs there are three sections in the manual.

The instructions — which contain clear and precise directions for the use of the programs.
The discussion — which takes you through the structure and interesting points of the program, without actually trying to teach you to be able to copy the program line by line. Any jargon that is used is very carefully and clearly explained. This is something that a lot of books fail to do.
The listing — is also included, so that if you want to look more closely at the program you can.



Selling a cassette with a book is not completely new (though very few people have done it) and it is a great asset to most users, as the idea of typing long programs in is often daunting and mistakes can easily occur. Quite surprisingly the so-called manual could quite easily be sold on its own as a complete book because of the comprehensive way in which it is set out.

Here are a couple of important examples of just how thorough Microl have been when preparing this package. Because many of the programs use data as part of the program, instructions have been given so that you can expand upon these if you have a 48K machine. Also, where information is stored in arrays they have arranged for the arrays to be automatically dimensioned to suit the memory size of the Spectrum in use.

Though the programs on the cassette are not world beating, in that you would not expect to buy them individually, due to the way in which they have been structured and the things that they do, they are not only interesting for a newcomer but also likely to be re-used as time goes on in conjunction with other programs, and to aid programmers in other projects. To do justice to each individual program rather than the book as a whole, I shall give a brief description of each one.

One by one

Music allows you to compose and play your own tunes using the screen as a piece of manuscript paper. Positioning of the note is done by moving a yellow cursor up and down the stave. Other operations can also be done via the keyboard and are displayed on the screen. A couple of limitations are that no note shorter than a quaver is allowed and there is only one length of rest, but apart from that it is great fun to use.

Sentences can only be described as a 'fun' program which generates random sentences on the screen from an internal grammar and vocabulary.

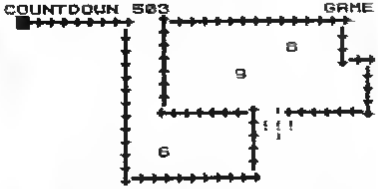
Atlas draws three maps on the screen, the British Isles, Europe and the World. Though this is quite fun, they are far from accurate.

Star Atlas holds 26 constellations on file, which you can either call up as you would do in a reference book, or it can display an unnamed constellation for you to identify.

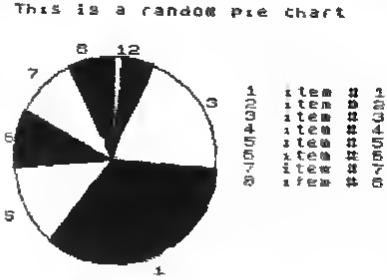
Convert converts numbers between decimal, binary and hexadecimal. This is a well-designed and useful program though it gets rather inaccurate when you try to convert really enormous numbers.

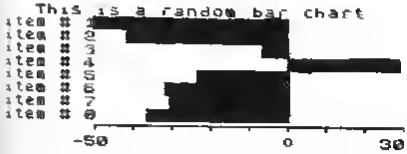
Clock shows the time on the screen. Boring on its own, but could be integrated into another program and serves well as a demonstration.

```
DIGITAL PUFFBALLS

Nine digital puffballs have
escaped from the bio-engineering
laboratory. You must destroy
them as quickly as you can.

You can run them over if you hit
them in numerical order, AND
without crossing your own
tracks. Time is very short!

Beware the electric fence...

5=← 6=↓ 7=↑ 8=→

Choose difficulty level (1 to 9)
COUNTDOWN 503                GAME 1
```



An explosive end to the game: Puffball





Two random charts from the Graph Drawing Routines program

Computer Terms Glossary holds the explanations for a range of the most used computer terms It is easy to use and particularly useful to the newcomer

Tapefile is a very simple Database type of program which can be used to catalogue any kind of cassette

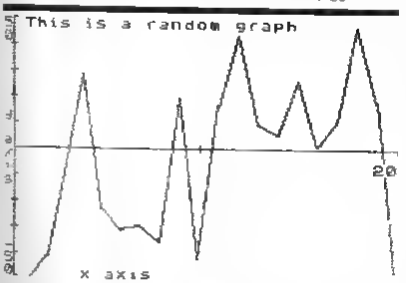
Puffball is a simple but fairly addictive game in which you have to race against time to destroy the nine digital puffballs in the correct order

use in your own programs and with the built-in timing routine you can compare their different speeds

Binsearch is a good binary search routine

Text Editor allows you to manipulate text on the screen either by keyboard instruction or via a string which has already been entered into the program

Screen Designer allows you to make screen layout easily onto the screen and juggle them



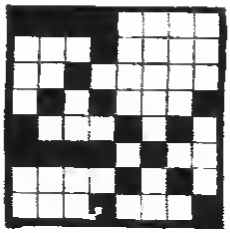
A random graph from the Graph Drawing Routines program

Tank is again simple but s far from easy and is particularly addictive

Sorts is comprised of three different types of sorting programs which have been arranged for around before the computer turns it into a finished PRINT statement

Workbox is a useful program to aid the design of user defined characters which is likely to be

```
Workbox

This program assumes that you
are familiar with the concept
of user-defined graphics (see
chapter 14 of the manual).

Workbox draws a grid which you
use to design your own symbols.

A cursor - "■" - can be moved
around the grid. To black in a
square, press 0 (which has the
word BLACK above). To whiten a
square, press 7. To move the
cursor, use I (up), M (down), J
(left), and K (right). To end
editing, press SPACE.

Press any key when you are ready
to start...
```



```
MOVE  I=up M=down J=left K=right
EDIT  7=white 0=black  SPACE=end

¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾ ¾
DATA 240,16,32,81,136,244,10,17
```

Making ZX into a user defined graphic the Workbox way

useful for any program in which you are going to use UDGs This program is often invaluable as an aid to better graphics work

Graph Drawing Routines comprises three programs which have the same general structure they are Pie Chart Bar Chart and Graph These are another three programs which are likely to be useful and not only within the confines of computer programming

Memory Map Monitor is only really a one line program which allows you to text to see how much memory you have left Through this is an easy routine for a resonably experienced programmer to write it would not be so for the beginner

RAM Test checks that all the memory used by the BASIC is working OK

Addictive Addition is a program to test your basic arithmetic skills, not really that addictive but what do you expect from maths?

Parachute is a simple game designed to appeal to the younger age group The idea is to jump out of an aeroplane and open your parachute at the right time to hit the target Fun!

Codebreaker is a game in which you have to decipher a encoded message Not the most exciting game but the large vocabulary makes up for it

Conclusion

Use And Learn is a very professionally produced package it does the job set out very well and is fantastic value for money, especially for somebody who either wants to further their programming or just wants to know what a computer can do and not necessarily how

At £9 95 this is very highly recommended indeed It is available from TEMPUS 38 Bulbeigh Street, Cambridge CB1 1DG

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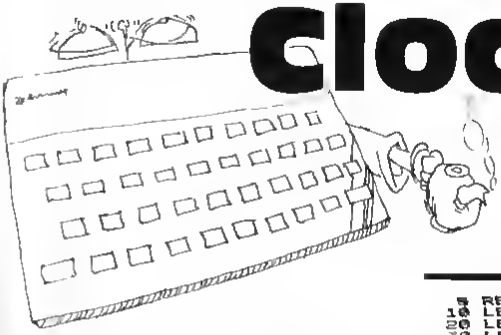


Clocking on

You'll never be late with this program by thirteen year old Ben Rimmer of Eye, Suffolk.

This program has been written for the ZX Spectrum and simulates a digital clock. The listing will not operate on a ZX81 or ZX80 even if you do remove the PAUSE instruction as they do not work fast enough.

The digital clock produced should be accurate to within one second an hour.

```
  5 REM "TIME"
 10 LET a=0
 20 LET b=0
 30 LET c=0
 40 LET d=0
 50 LET e=1
 60 PRINT AT 11,12,e," ";d,c,"
".b.a
 70 LET a=a+1
 80 IF a=10 THEN LET b=b+1  LET
a=0
100 IF b=6 AND a=0 THEN LET c=c
+1  LET b=0
110 IF c=10 THEN LET d=d+1  LET
c=0
130 IF d=6 AND c=0 THEN LET e=e
+1  LET d=0
150 IF e=13 THEN LET e=1
155 PAUSE 46.5
160 GO TO 60
```

Spectrum launch in the States

Timex, the company that manufactures the TS1000 (ZX81 to you and me) are soon to launch the American equivalent to the ZX Spectrum.

Designated the TS2000, it is basically an upgrade of the British machine, is with some of the bugs ironed out! The ROM incorporated in the TS2000 is similar to the one we have all come to know and love, but has been adapted for a number of changes to Sinclair BASIC. For instance, it is reputed that the commands ATTN, ACS and ASN have been removed, and an AUTO line numbering, a RENUMbering and line deletion function, and other editing features have been inserted to replace them.

Due to the popularity of plug in cartridges, games or otherwise in the States, it is thought that the TS2000 will also incorporate a port which will accept 4K — 32K ROM cartridges.

The price of the new machines are to be somewhere in the region of $150 and $200 for the 16K and 48K models respectively. The TS1000 has also been reduced in price recently so that it now compares to the British price for the machine. Incidentally, reports are that the TS1000 has cornered over a quarter of the USA's home computer market.

The TS2000 is also to be launched with the TS2040, a new, larger printer which also utilises a thermal print mechanism.

ROM with a view

For all of you who have trouble coping with the complexities of the Sinclair BASIC manual, there has been set up a programming weekend in the wilds of the Severn Valley.

The computer courses are held at the Gainsborough House Hotel, and can accommodate a maximum of 20 people. The sessions are based on the ZX81 and assume no previous knowledge of computing. Although aimed at people over 16 years of age, children can attend as long as they are accompanied by their parents.

Beginning at 8.45 on the Friday evening, the course runs right the way through to Sunday afternoon. During this period you should be able to squeeze in over 12 hours of hands on programming. The lecturer, Harry Siddall, has been teaching for 20 years, several of which have been involved in computing science.

Emphasis for the courses is placed on learning through enjoyment, and one look at the hotel's facilities will certainly echo the enjoyment theme. The cost of the course is £55.00, which includes all food, accommodation and VAT. The weekend programming courses are scheduled to run thoroughout April and May.

For more details, contact the Managing Director of Gainsborough House Hotel, Bewdley Hill, Kidderminster, Worcestershire DY11 6BS or phone him on 0562 754041.

Shopping for a Spectrum

With sales of the ZX Spectrum now approaching 200 000, Sinclair Research have decided to name a number of new distributors for their computer.

Reports of WH Smiths selling in the region of several thousand devices a week have sponsored Sinclair into nominating Boots, Curry's, Debenhams and their subsidiaries, and John Menzies as main distributors. Smaller retailers such as John Lewis, House of Fraser, Rank Zerox and others will be supplied with Spectrum by Prism Micro Products, Sinclair's own distributors.

This move has obviously been approved to consolidate the Spectrum's position in the home computer market. Said Nigel Searle, Sinclair Research's Managing Director: "We have sold nearly 200 000 mail order and retail Spectrums in the last nine months, and by Easter expect to be selling 12 000-15 000 Spectrums per week."

Current reports from Sinclair Research suggest that production figures are in the region of 50 000 Spectrums being manufactured each month and 60 000 ZX81s. This is matched by sales figures for the ZX81 being around 30 000 per month in the UK; this figure is expected to rise over the coming months.

"Overall, we believe we can maintain a 60% volume share of 1983's much enlarged (home computer) market," added Nigel Searle.

For sale

Clive Sinclair has been up to some financial wheeler dealing of late which has made him £13.6 million the richer — possibly allowing him to further his electric car project.

The 400 000 shares (10% of Clive's 95% holding) were sold to large financial institutions at £34 per share.

Last year, Sinclair Research showed a profit of more than £8.8 million on a turnover of £27.62 million. This year (in the year ending on March 31st), it is expected that the company will announce profits of around £14 million.

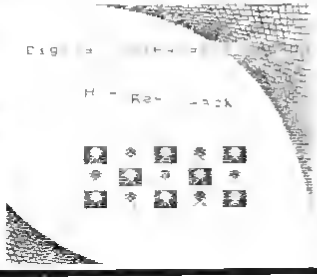
Looking sharp

If you're tired of looking at the graphics available on your ZX81 then the new High Resolution Graphics Pack from Digital Integration may be just what you've been looking for

This new accessory gives your ZX81 a full 256 by 192 pixel display with full dynamic control of every pixel in BASIC. A 2K EPROM contains the Hi Res BASIC monitor offering a range of powerful commands such as PAGE, PLOT and SCROLL, which can be used for defining your own characters (which can be any size and shape), drawing lines, plotting complex functions and a complete lower case character set for word processing

The pack is fully compatible with the ZX81 Printer, and comes with a comprehensive handbook illustrating how you can get the most out of the device. The Hi-Res Graphics Pack is housed in a slim case (150mm by 80mm by 22mm) and resides between the RAM Pack and the computer there is no need for any additional power pack or soldering for operation

The unit is priced at £38 95 although there is the opportunity for schools to arrange for a discount For more details get in touch with Digital Integration, 22 Ash Church Road Ash Aldershot Hants GU12 6LX



Spectrum Upgrades

If you own an Issue 2 Spectrum (which you can easily identify by the large chip in a socket in line with the '9' key visible in the rear expansion cutout) you may like to know that you can upgrade your 16K memory to 48K for as little as £24 50

Sounds too good to be true — but that's something you'll have to take up with Fountain Computers Ltd Darvill Road Ropley Alresford Hants SO24 0BW

Should you enquire for further details of the 32K upgrade kit you might also like to to ask about their instructional sheet concerning the display of the ZX Spectrum both 16K and 48K models

The A4 sheet priced at £1 00 provides instructions for optimising the display quality of the Spectrum simply by adjusting internal controls Such faults as yellowish whites the Venetian blind effect and wobbling characters are dealt with complete with detailed illustrations

The instructions are very comprehensive and should inspire confidence in even the most nervous user who might want to delve inside their Spectrum Of course should you decide to find out more about their upgrade kit and eventually buy one then they'll give you these display hints free!

Loosing your grip

If you're forever chasing your ZX81 across the table as you type in your latest programming masterpiece here's a cheap and effective way of pinning the computer down

The Stabilizer Pad from Stream Computers although designed for the TS/1000 accommodates the ZX81 perfectly Made of a strong rubbery substance the Stabilizer Pad eliminates sliding and movement and by holding the RAM Pack securely also prevents program loss The computer is also held in a forward position making typing much easier

Its manufacturers are currently trying to find a UK distributor but until they do you can still order one direct from Stream Computers Priced at £4 50 (which includes first class postage) the round trip of order and shipment takes approximately five weeks

Further information is obtainable from Stream Computers PO Box 113 Ajax Ontario L1S 3C5 Canada

Between the lines

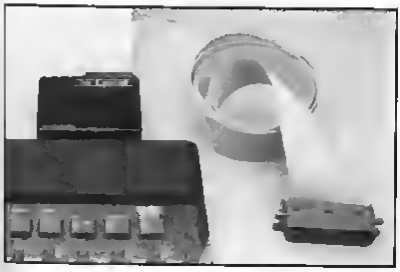
A parallel Centronics interface, ZX LPRINT, is now available for use with the ZX Spectrum.

Plugging directly into the rear connector of the Spectrum, the ZX LPRINT translates LPRINT and LLIST output into parallel Centronics format. This means that any number of characters (within the capabilities of the printer used) can be printed to the standards of professional word processing.

The unit itself, measuring 70mm by 65mm by 25mm, can convert the output to produce Sinclair tokens, ie SCREEN$, RANDOMIZE, etc. Printers which require special control characters from the range 128 to 255 to access some of their functions can also be used with this new interface, commands are used to switch off the Sinclair character set at times when you wish to utilise the capabilities of the printer's full character set.

A COPY command will dump the complete screen to a high resolution graphics printer. COPY software to go with the interface is supplied on a separate cassette. (LPRINT and LLIST commands do not need extra software, all that is needed is the interface plugged into the computer.)

Priced at around £30.00, you can find out further information on this product from Eurelectronics, Zlin House, Oakfield Street, Cheltenham, Glos GL50 2UJ.



On your desk

A desk console has been announced from TTL which will hold everything you should need to make the most of your Spectrum.

Constructed from strong ABS plastic, the unit has a detachable base cover and non slip feet. The console weighs 1.5kg and measures 555mm by 370mm by 50mm.

Provision is made for the unit to accommodate a power supply, a Sinclair Printer, an RS232 interface, joystick control, two Microdrives, a cassette recorder and a selection of cassettes, pencils, etc. There is a switch panel with a three position slide switch for SAVE/RUN — LIST/LOAD VERIFY (earthing unused inputs to cassette recorder and computer). A switch for the 9V power supply ON/OFF, LED indicator for the PSU are also included in the device. Optional extras such as stacking pillars and a soft PVC dust cover are also available from TTL.

The desk console is priced at £42.18 and is available from Traffic Technology Ltd., PO Box 2, Warminster, Wiltshire BA12 7QX.

Off the shelf

Quicksilva have released a new range of games for the ZX81 and ZX Spectrum

Six new packages are available for the 16K ZX81 three of which are Quicksilva original games The first is called Croaka Crawla and is a version of the famous frog hopping game with special features such as flies crocodiles sinking turtles logs and progressively difficult attack waves

The second new game is called Muchees and (yes you've guessed it) it is a version of the pill eating game featuring ghosts power pills slide doors fruit and, of course the lovable munchees The third package is called Galaxians but also includes a game called Gloops The main program on this cassette Galaxians is an implementation of the classic arcade game with two different types of Galaxian However perhaps the best part of this game is that you are able to tailor the game to suit your own particular tastes in terms of speed firing rate and the number of Galaxians (Now you need not spend your first 30 games of Galaxian trying to beat 10 points!)

Croaka Crawla Munchees and Galaxians are priced at £3 95 £3 95 and £4 95 respectively

Quicksilva have also taken over the marketing of the range of Pixel games for the 16K ZX81 Now re-packaged with new covers the titles have been doubled up or added to so that they fit in with Quicksilva's pricing structure

Among the new Quicksilva (née Pixel) software is Trader which is now supplied in a box with a comprehensive booklet describing the background to the game and an original Trader story from Mark Eyles Sub-Space Striker and Zor and Star Quest and Encounter Trader Sub Space Striker and Zor and Star Quest and Encounter are priced at £9 95 £3 95 and £3 95 respectively

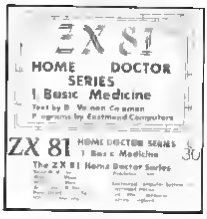
For the 48K Spectrum comes a new game called Mined Out With not an alien in sight Mined Out features nine levels of minefield to struggle across with various damsels in distress to worry over and other weird and wonderful things such as Bill the Worm Tricky Mine Bugs and the Mine Spreaders Mined-Out is available at the price of £4 95

On a more serious note under the proud boast Now the sun never sets on Quicksilva it seems they have established distributors throughout most of the world (and the bits they haven't yet tied up should be so in the near future so they assure me) So if you're residing this in a foreign clime and fancy getting your gaming fingers around the latest Quicksilva software, write to them at 92 Northern Road Southampton SO2 0PB Telephone enquiries can be made on 0703 20169

Good health

A series of six cassettes designed to educate and advise on a comprehensive range of medical topics is now available for the 16K ZX81

The six cassettes cover the following range of subjects Basic Medicine Mainly for Women Mainly for Men All About Children How Healthy Are You? — A Home Screening Program and 101 Home Nursing Tips Each cassette contains an average of 18 individual programs each packed with advice and information listed by symptom or health topic According to how the user responds to each question, various advice is given as to possible diagnosis, the urgency with which the user should seek medical help and where appropriate the form of home treatment to be employed



LISPing on your Spectrum

An interpreter for the artificial intelligence research language LISP is now available for the ZX Spectrum Suitable for students learning LISP the package should also be of interest to hobbyists eager to learn an alternative language to BASIC and gain an insight into artificial intelligence

The LISP interpreter features over 50 pre defined functions it allows iteration via PROGN and WHILE functions incorporates LOAD SAVE and VERIFY functions as well as an LPRINT function to output to the printer The interpreter also allows a variable number of parameters to user defined functions supports machine code subroutines incorporates 16-bit signed integer arithmetic has full error checking compacting garbage collector and full property list implementation

The LISP package includes a 4 5K machine code interpreter and a 2 8K initialised property list Ideally requiring 48K of memory the program will run in 16K

Complete with a demonstration program and a programmer's manual the LISP interpreter is priced at £15 00 To learn more about the interpreter send for details from Serious Software 7 Woodside Road Bickley Bromley Kent BR1 2ES

A grand program

Holdco have announced an adventure game package called The Secret of Tamworth Manor in which you get the chance to w n £1 000

The story so far is that William Tamworth buried the Tamworth fortune somewhere near Tamworth Manor during the English C vil War After Tamworth Manor was razed to the ground and William met w th a particularly horrible death only Charles Tamworth an elderly descendent suspects that the money is still in its or ginal burial place So after much research nto the family archives he solves the secret and as he has no need of the money (?) dec des to leave it to whoever can solve the two nddles he has left

The first part of the cassette adventure is available now and the second part of the puzzle will be sent out to all those who have the first part after May 31 1983 Designed to operate on the 16K ZX81 Holdco claim that the first cassette of clues w ll be more than enough to keep you busy until May

Somewhere in your travels to solve the puzzle (yes you do actually have to get out of doors for this one) you may find a number of clues or unexpected help to aid you in your quest

It s no use asking Holdco for any information about the money (all they ll tell you is that the treasure is buried somewhere in the Home Counties) but they will certainly be happy to tell you more about the package

So for more details on The Secret of Tamworth Manor contact Holdco Ltd 14 Britton Street London EC1M 5NQ or phone 01 251 3090 The price of the package is £14 95

The 'X' factor

A new software package is now available from C C S for the 16K ZX81 and Spectrum called Modeller X

Modeller X is a user friendly financial modeller program which could prove a valuable assett to a small business concern The program is menu driven and allows the user to assess the sensitivity of changes in the market forces to the effectiveness of salespeople and advertising in relation to the elasticity of demand and pricing policy Thus the user is able to optimise the decisions to be made concerning the business

Priced at £8 00 further information can be obtained from C C S 14 Langton Way London SE3 7TL You could also ask about the new range of financial modellers currently being developed which are planned to assist in estimating cash flow credit control and the more detailed aspects of marketing and production

For the under 8's

Rose Cassettes have released a new cassette aimed at teaching the basics of arithmetic to the under 8's

Called Arithmetic for the under 8's the program is designed to be run on a 16K ZX81 The package comprises four programs Add Subtract Multiply and Divide Each program (except Divide) allows for the entry of units n a strict order all numbers being printed in a large size so that children can easily recognise them

Each program has three levels of difficulty units only, tens and units and hundreds tens and units Obviously, as the child becomes more confident with numbers, you can progress through these levels Appropriate questions throughout the program are asked such as Do you need to borrow one? and 'What shall I bring forward?' to aid the user in decisions

For each sum correctly answered the features of a balloon face are built up in much the same way if a sum is incorrectly answered a feature of the balloon's face is erased When all the features of the face are complete the balloon takes off (with the help of a machine code routine or two!)

The maths package is priced at £4 50 For more details of this and the rest of their large range of educational software get in touch w th Rose Cassettes 148 W dney Lane Solihull West Midlands B91 3LH

Club corner

If you run, or are a member of, a user club which caters for the Sinclair user, why not get your group on the map by writing to us at:

Club Corner
ZX Computing
145 Charing Cross Road
London WC2H 0EE

All you have to do is to send us a letter with details of your club (times of meetings, addresses of who to contact, etc) and we'll do the rest. If you publish a newsletter or club magazine we'd very much like to see that too.

And if you don't see a club in your area, why not start one up by writing to ZX Computing and seeing if any like-minded enthusiasts wish to join you.

Belgian National Sinclair Club

Dear ZX Computing,
From January 1, 1983, the Sinclair Club of Belgium becomes a national club.

Thanks to the help of some handicapped members, we are able to publish a multi-language club magazine. Indeed, in Belgium, it is difficult to find a job unless you have a working knowledge of Flemish, French, English and, if possible, German. So, members of our club not only learn all about the Sinclair computers, but are also motivated to learn foreign languages!

The club is very much a non-profit organisation, with positive social aims. For the record, the correct title for the club is: ASBL B D M A / VZW, The Belgian National Sinclair Club.

Should any of your readers require further information they may contact me at the address given below.
Yours faithfully,

P Glenisson
Chairman
Rue Abbe De L Epeestraat, 14,
1200 Brussels
Belgium

Aylesbury ZX Computer Club

Dear ZX Computing,
I have enclosed the latest issue of our club magazine, and am writing to remind your readers who live in our local area that they would be more than welcome at our club.

We have weekly meetings at Quarrendon School every Friday at 7.30pm, and we also have a monthly meeting on the first Wednesday of each month at 7.30pm at Aylesbury College. For further details of these meetings, you could always 'phone me on Aylesbury 630867.

The club membership fee is £5.00 per annum, and each member receives a copy of our monthly newsletter.
Yours faithfully,

David Nowotnik
Aylesbury ZX Computer Club

Swansea Computer Club

Dear ZX Computing,
The Swansea Computer Club has now been in existance for about six months and, considering how young the club is, we have had a very encouraging response. (Perhaps you saw our stand at the January Microshow in Swansea.)

An aim of the club is to organise lessons for beginners in BASIC, and we hope to start this course in the near future. Anybody with an interest in computing will be welcomed to our club, although you do not have to own your own micro to be a memeber.

The Swansea Computer Club meets every Tuesday night from 6.00pm at the Three Lamps, top floor, Castle Square, Swansea. For further details of the club's activities you can write to me at the address given below, or 'phone me on Swansea 203811.
Yours faithfully,

SC Morris
Acting Secretary
9 Yr Gorlan
Killay
Swansea

Lambeth Computer Club

Dear ZX Computing,
Our club is being formed from the local inhabitants of Lambeth. Its aim is to promote the use of computers in Lambeth by the home, school or business user. Within this scope, all kinds of people are welcome — whether you want to play games, write educational software, or simply indulge an interest in the subject.

The initial plan is to see if there is sufficient interest. If I have every confidence that there will be, I'll take the idea forward. If there is the response, an inaugral meeting will be arranged, and we will hopefully get ourselves affiliated to the Association of London Computer Clubs.

So, if anyone is interested in helping to get the club together, contact me at the address given below.
Yours faithfully,

Robert Baker
54 Brixton Road
London SW9 6BS

The club magazines of the Aylesbury ZX Computer Club and the Belgian National Sinclair Club

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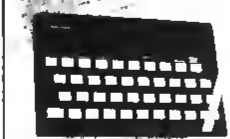

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Mr HELPLINE — the man who answers your ZX queries in his column in Sinclair User, the author of HINTS & TIPS FOR THE ZX80 and HINTS & TIPS FOR THE ZX81 now presents

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- How to load and save machine code
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- Scroll — up, down, side to side by pixel or by character
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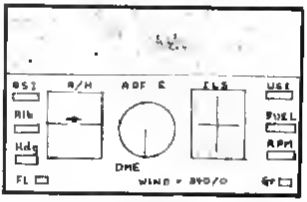

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Battleships

Photograph courtesy of CIC Ltd

Command your own fleet with this program by Jeff Hamilton of Gillingham.

Photograph of HMS Ajax courtesy of the Royal Navy

This program has been written to allow users to challenge their Spectrum computer to the age old classroom game of Battleships.

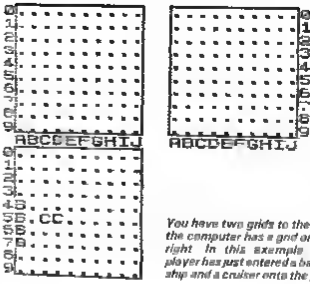
When you have the game RUNning you will be asked to INPUT the direction of your ships and the starting square. The Spectrum will automatically set your ships on the grid. Once a battleship (four squares), two cruisers (three squares) and three destroyers (two squares) have been set up the Spectrum decides who should begin the game.

The Spectrum's moves are calculated in lines 1000 to 1080: a random square is chosen to fire at unless the Spectrum has just scored a hit on your fleet. If it has just achieved damage to one of your ships it will continue to fire at the surrounding squares until it has sunk the vessel.

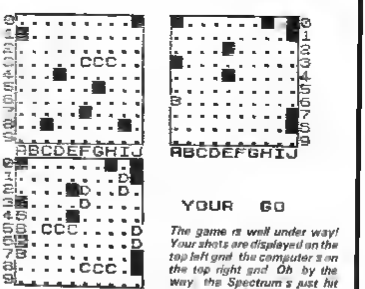
In the navy

Once the Spectrum has selected a square to fire at, it is up to the user to respond with either a 'M' for a miss or an 'H' for a direct hit. There is no routine in the program to counteract the user lying to the computer but there is no reason why a simple routine could not be written to stop any 'innocent' cheating.

When it is the user's turn simply INPUT the co-ordinates, for example 'F7' for the grid reference F7 and the result will be displayed on the screen as a miss or as a hit with accompanying BEEP. It might be an idea to make a mental note as to which squares you have already fired at, as the computer will not tell you if you have already had a go at a certain grid reference.



You have two grids to the left the computer has a grid on the right. In this example the player has just entered a battle ship and a cruiser onto the grid



The game is well under way! Your shots are displayed on the top left grid. the computer's on the top right grid. Oh by the way, the Spectrum's just hit your battleship

Photograph of HMS Ajax courtesy of the Royal Navy

```
  50 GO SUB 5000  REM ** RULES *
*
 100 GO SUB 8000  REM ** INITIAL
ISE VARIABLES **
 110 CLS  GO SUB 9300  REM ** S
ET UP BOARD **
 120 GO SUB 6600  REM ** SET UP
3RD SQUARE **
 130 GO SUB 5400  REM ** HIDE SH
IPS **
 135 LET Z=INT (RND*2): IF Z=1 T
HEN GO TO 160
 140 GO TO 700  REM ** PLAYER GO
**
 150 GO TO 1000  REM ** SPECTRUM
GO **
 700 PRINT AT 14,14, PAPER 1, IN
K 7,"YOUR  GO"
 710 INPUT D$  IF LEN D$<>2 THEN
GO TO 710
 715 LET B$=D$(1): LET C=VAL D$(
2)
 720 LET D=CODE B$-64
 725 IF  (C<0 OR C>9) OR (D<1 OR
D>10)  THEN GO TO 710
 730 LET U=D  LET N=C+1
 740 LET J=M(N,U)
 750 IF M(N,U)<>143 THEN LET HIT
S=HITS+1
 770 PRINT INK 2;AT C,D,CHR$ J:
IF J>100 THEN LET J=J-100
 775 BEEP .05,J-40
 780 IF HITS=18 THEM GO TO 4000
 790 GO TO 150
1000 IF LE=0 AND LC=0 AND LD=0 T
HEN GO SUB 1500
```

```
1010 IF LB=1 OR LC=1 OR LD=1 THE
N GO SUB 1600
1020 IF LB>1 OR LC>1 THEN GO SUB
 2000
1030 INPUT H$: IF NOT H$="H" AND
 NOT H$="N" THEN GO TO 1030
1040 IF H$="H" THEN GO SUB 1550
1050 IF H$="N" THEN GO SUB 1560
1060 PRINT INK 2;AT X-4,Y+9;CHR$
 J: IF J>100 THEN LET JJ=J-100
1061 IF J<100 THEN LET JJ=J
1062 PRINT , INVERSE 1; INK 1; F
LASH 0;AT X+7,Y-3;CHR$ J
1063 IF J>100 THEN PRINT , INVER
SE 0; INK 1; FLASH 0;AT X+7,Y-3;
CHR$ J
1064 BEEP .06,JJ-40
1065 LET L(X,Y)=J
1070 IF HATS=16 THEN GO TO 4020
1080 GO TO 140
1600 LET X=INT (RND*10)+4: LET Y
=INT (RND*10)+4
1610 IF L(X,Y)<>46 THEN GO TO 15
00
1616 IF L(X+1,Y)<>46 AND L(X,Y-1
)<>46 AND L(X-1,Y)<>46 AND L(X,Y
+1)<>46 THEN GO TO 1500
1620 LET YA=Y+61
1630 PRINT AT 14,14; PAPER 2; IN
K 7;"MY GO ";CHR$ YA;X-4
1635 PRINT , BRIGHT 1; INK 1; FL
ASH 1;AT X+7,Y-3;"?"
1640 RETURN
1580 LET J=143
1660 IF LB=1 OR LC=1 OR LD=1 THE
N LET LZ=LZ+1
1670 RETURN
1560 PRINT AT 16,14; PAPER 4; IN
K 7;"B,C OR D?"
1690 INPUT N$: FOR N=1 TO 9: PRI
NT AT 10,N+13; PAPER 7; INK 7;CH
R$ 32: NEXT N
1600 LET HATS=HATS+1
1610 IF N$="B" THEN GO SUB 1750
1620 IF N$="C" THEN GO SUB 1700
1630 IF N$="D" THEN GO SUB 1850
1640 RETURN
1650 LET J=CODE "D"
1660 LET LD=LD+1
1670 IF LD=2 THEN LET LZ=0
1680 IF LD=2 THEN LET LD=0
1690 RETURN
1700 LET J=CODE "C"
1710 LET LC=LC+1
1720 IF LC=3 THEN LET LZ=0: LET
LC=0
1730 IF LC=3 THEN LET LC=0
1740 RETURN
1750 LET J=CODE "B"
1760 LET LB=LB+1
1770 IF LB=4 THEN LET LZ=0: LET
LB=0: LET LR=0
1780 IF LB=4 THEN LET LB=0
1790 RETURN
1800 IF (LB=1 OR LC=1) AND LZ=0
THEN IF (L(X-2,Y)<>46 AND L(X+1,
Y)<>46) OR (L(X-1,Y)<>46 AND L(X
+2,Y)<>46) THEN LET Y=Y-1: LET L
Z=2: GO TO 1970
1810 IF (LB=1 OR LC=1) AND LZ=1
THEN IF L(X+3,Y)<>46 THEN LET X=
X+1: LET Y=Y-1: LET LZ=2: GO TO
1970
1830 IF LZ=0 THEN GO TO 1890
1860 IF LZ=1 THEN GO TO 1930
1870 IF LZ=2 THEN GO TO 1965
1880 IF LZ=3 THEN GO TO 1985
1890 LET X=X-1
1900 IF L(X,Y)<>46 THEN GO TO 19
80
1910 LET LZD=1: GO TO 1990
1920 LET LZ=LZ+1
1930 LET X=X+2
1940 IF L(X,Y)<>46 THEN GO TO 19
60
1950 LET LZD=2: GO TO 1990
1960 LET LZ=LZ+1
1965 LET X=X-1: LET Y=Y-1
1970 IF L(X,Y)<>46 THEN GO TO 19
80
1975 LET LZD=3: GO TO 1990
1980 LET LZ=LZ+1
1985 LET Y=Y+2: LET LZD=4
1990 GO SUB 1520
1996 RETURN
2000 IF LZD=1 THEN GO SUB 2080
2010 IF LZD=2 THEN LET X=X+1
2020 IF LZD=3 THEN GO SUB 2060
2030 IF LZD=4 THEN LET Y=Y+1
2040 GO SUB 1620: RETURN
2050 IF LB=2 OR LC=2 THEN GO SUB
 2110
2060 IF LB=3 THEN GO SUB 2300
2070 RETURN
2080 IF LB=2 OR LC=2 THEN GO SUB
 2180
2090 IF LB=3 THEN GO TO 2400
2100 RETURN
2110 IF (LB=2 OR LC=2) AND LY=1
THEN LET X=X+3: RETURN
2120 LET X=X-1
2130 IF X=3 THEN GO TO 2150
2140 IF L(X,Y)=46 THEN LET LY=LY
+1: RETURN
2150 IF LB=2 OR LC=2 THEN LET X=
X+3: RETURN
2160 IF (LB=2 OR LC=2) AND LY=1
THEN LET Y=Y+3: RETURN
2170 LET Y=Y-1
2180 IF Y=3 THEN GO TO 2200
2190 IF L(X,Y)=46 THEN LET LY=LY
+1: RETURN
2200 IF LB=2 OR LC=2 THEN LET Y=
Y+3: RETURN
2300 IF LR=1 THEN LET X=X+4: RET
URN
2310 LET X=X-1
2320 IF X=3 THEN LET X=X+4: RETU
RN
2330 IF L(X,Y)<>46 THEN LET X=X+
1: RETURN
2340 IF L(X,Y)=46 THEN LET LR=1:
RETURN
2400 IF LR=1 THEN LET Y=Y+4: RET
URN
2410 LET Y=Y-1
2420 IF Y=3 THEN LET Y=Y+4: RETU
RN
2430 IF L(X,Y)<>46 THEN LET Y=Y+
2: RETURN
2440 IF L(X,Y)=46 THEN LET LR=1:
RETURN
4000 PRINT AT 16,14,"YOU WON": G
O TO 4040
4020 PRINT AT 16,14," I WON ": G
O TO 4040
4040 PRINT AT 18,14,"AGAIN? (Y/N
)"
4050 INPUT Y$
4055 IF NOT Y$="Y" THEN GO TO 40
70
4060 IF Y$="Y" THEN RUN
4070 PRINT AT 21,14,"OK BYE": GO
TO 9000
5000 REM ** INITIALISE **
5010 POKE 23609,100
5020 DIM L(16,16)
5025 DIM M(10,10)
5027 FOR N=1 TO 10: FOR U=1 TO 1
0
5028 LET M(N,U)=143
5030 NEXT U: NEXT N
5035 RANDOMIZE
5040 LET HITS=0: LET HATS=0
5050 LET LB=0: LET LC=0: LET LD=
0: LET LZ=0: LET LR=0: LET LZD=0
5070 LET LX=0: LET LY=0: LET XX=
0: LET LR=0
5080 FOR X=1 TO 3: FOR Y=1 TO 3
```

```
5090 LET L(X,Y)=100  NEXT Y  NEX
T X
5100 FOR X=4 TO 13  FOR Y=4 TO 1
3
5110 LET L(X,Y)=46  NEXT Y  NE
X
5120 FOR X=14 TO 16  FOR Y=14 TO
18
5130 LET L(X,Y)=100  NEXT Y  NE
T X  RETURN
5300 REM ** SET UP BOARD **
5310 FOR A=0 TO 9
5320 PRINT INK 1,A, PAPER 6, INK
2," ,,,,,,,,,,", PAPER 7," "  E
APER 6,",,,,,,,,,,", INK 1, PAPE
R 7,A
5330 NEXT A
5340 PRINT INK 1," ABCDEFGHIJ  A
BCDEFGHIJ "
5350 FOR A=0 TO 9
5360 PRINT INK 1,A, PAPER 6, INK
2," ,,,,,,,,,,"  NEXT A
5370 PLOT 6,8: GO SUB 5395
5380 PLOT 6,96: GO SUB 5395
5390 PLOT 184,96  GO SUB 5395  R
ETURN
5395 DRAW INK 2,79,0  DRAW INK 2
,0,79  DRAW INK 2,-79,0  DRAW IN
K 2,0,-79  RETURN
5400 REM ** HIDE SHIPS **
5410 LET AB=6: GO SUB 5600  FOR
P=1 TO 4
5420 LET M(N,U)=CODE "B"
5430 GO SUB 5640  NEXT P
5440 FOR E=1 TO 2
5450 LET AB=7: GO SUB 5600: GO S
UB 5670  IF A=1 THEN GO TO 5450
5460 FOR P=1 TO 3
5470 LET M(N,U)=CODE "C"
5480 GO SUB 5640  NEXT P  NEXT E
5490 FOR E=1 TO 3
5500 LET AB=8  GO SUB 5600  GO S
UB 5700  IF A=1 THEN GO TO 5500
5510 FOR P=1 TO 2
5520 LET M(N,U)=CODE "D"
5530 GO SUB 5640  NEXT P  NEXT E
5540 RETURN
5600 LET A=0: LET AA=INT (RND*2)
5610 IF AA=0 THEN LET N=INT (RND
*AB)+1  LET U=INT (RND*10)+1
5620 IF AA=1 THEN LET N=INT (RND
*10)+1  LET U=INT (RND*AB)+1
5630 RETURN
5640 IF AA=0 THEN LET N=N+1
5650 IF AA=1 THEN LET U=U+1
5660 RETURN
5670 IF AA=0 THEN IF M(N,U)<>143
 OR M(N+1,U)<>143 OR M(N+2,U)<>1
43 THEN LET A=1
5680 IF AA=1 THEN IF M(N,U)<>143
 OR M(N,U+1)<>143 OR M(N,U+2)<>1
43 THEN LET A=1
5700 IF AA=0 THEN IF M(N,U)<>143
 OR M(N+1,U)<>143 THEN LET A=1
5710 IF AA=1 THEN IF M(N,U)<>143
 OR M(N,U+1)<>143 THEN LET A=1
5720 RETURN
6000 FOR Y=1 TO 7  BORDER Y  FOR
N=1 TO 4  BEEP .005,N+Y
6100 PRINT ,  PAPER N, INK N+2,AT
 3,5,"[redacted]"
6110 PRINT ,  PAPER N, INK N+2,AT
 3,5,"[redacted]"
6120 PRINT ,  PAPER N, INK N+2,AT
 4,5,"[redacted]"
6130 PRINT ,  PAPER N, INK N+2,AT
 5,5,"[redacted]"
6140 PRINT ,  PAPER N, INK N+2,AT
 6,5,"[redacted]"
6150 PRINT ,  PAPER N, INK N+2,AT
 6,5,"[redacted]"
6160 PRINT ,  PAPER N, INK N+2,AT
 9,5,"[redacted]"
6170 PRINT ,  PAPER N, INK N+2,AT
 10,5,"[redacted]"
6180 PRINT ,  PAPER N, INK N+2,AT
 11,5,"[redacted]"
6190 PRINT ,  PAPER N, INK N+2,AT
 12,5,"[redacted]"
6195 PRINT ,  PAPER N+1, INK N+3,
AT 14,4,

6200 NEXT N  NEXT Y
6210 PAUSE 60
6220 PRINT ,  PAPER 1, INK 7, FLA
SH 1,AT 16,0,"ALWAYS ENTER LETTE
R AND NUMBER        THEN  PRESS
ENTER  "
6230 PAUSE 60  GO SUB 6400
6240 PAUSE 4E4: GO SUB 6410
6250 PRINT ,  PAPER 3, INK 6, FLA
SH 0,AT 16,0,"  FIRST  SET  UP
3RD  SQUARE        BY INPUTTING ONE
 BATTLESHIP    (4 SQUARES)  TWO CR
UISERS (3 SQS)  AND THREE DESTROY
ERS (2 SQS)  "
6260 PAUSE 60  GO SUB 6400
6270 PAUSE 4E4  GO SUB 6410
6280 PRINT ,  PAPER 1,  INK 7,AT 1
6,0,' WHEN IT IS YOUR GO (TOP LE
FT)              INPUT YOUR GUESS
      ON THE SPECTRUMS GO (TOP R
IGHT)INPUT-H-IF MISS,-H-IF HIT I
F HIT," YOU WILL BE ASKED WHICH S
HIP"
6290 PAUSE 60  GO SUB 6400
6300 PAUSE 4E4  GO SUB 6410  RET
URN

6400 PRINT    FLASH 1,AT 21,0,"PR
ESS ENTER    RETURN
6410 PRINT  FLASH 0,AT 21,0,"
      RETURN
6500 REM ** SET UP 3RD SQUARE **
6510 LET X$="BATTLESHIP  (4)"
6520 LET DF=6  LET J=66
6530 LET X=4  GO SUB 6700
6540 LET X$="CRUISER  (3)"
6550 LET DF=7  LET J=67  LET X=3
6560 GO SUB 6700  GO SUB 6700
6570 LET X$="DESTROYER  (2)
6580 LET DF=6  LET J=68  LET X=2
6590 GO SUB 6700  GO SUB 6700  G
O SUB 6700  RETURN
6600 PRINT AT 14,17,"      ",AT 1
5,15,"      ",AT 16,15,"
",AT 17,16,"      ",AT 18,13,"
"
6610 RETURN
6630 IF BR=1 THEN LET C=C+1
6640 IF BR=2 THEN LET D=D+1
6650 RETURN
6700 PRINT AT 14,17, INK 3,"INPU
T",AT 16,15,"1 FOR N/S",AT 16,16
,"2 FOR E/W"
6710 INPUT BR  IF BR<1 OR BR>2 T
HEN GO TO 6710
6720 IF BR=1 THEN LET DO=DF  LET
DE=9
6730 IF BR=2 THEN LET DO=9  LET
DE=DF
6740 PRINT AT 14,17, INK 4,"ENTE
R",AT 15,15,"STARTING ",AT 16,15
," SQUARE  ",AT 17,16,"FOR",AT 1
8,13,X$
6750 INPUT A$  IF LEN A$<>2 THEN
 GO TO 6750
6760 LET B$=A$(1)  LET C=VAL A$(
2)
6770 LET D=CODE B$-65
6780 IF C<0 OR C>DD THEN GO TO 6
750
6790 IF D<0 OR D>DE THEN GO TO 6
750
6800 GO SUB 8600
6810 FOR F=1 TO X
6820 PRINT AT C+11,D+1, INK 2,CH
R$ J
6830 GO SUB 8630  NEXT F  RETURN
```

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MELBOURNE HOUSE PUBLISHERS

Stock control

Keep efficient control of your stock with this splendid program written by Neil Streeter of Hastings.

This program for the 16K ZX81 allows the handling of stock control files

Each file set up will deal with up to 100 stock items and will tell you which items require re-ordering. The program itself is menu driven and offers nine main options: you may enter or delete stock, enter the amount re-ordered, delete files or enter new items, save the file, or print out a list of all stock items and suppliers via the printer

The subroutine for each option appears starting at line number 1000 multiplied by the option number. These are called in line 330 by GOTO 1000 * I where I is the option chosen

The option to save a file under a file name allows the facility to run several files where each file contains stock of a certain kind. For example, one file could deal with food stock, another with sundries, and a further file could deal with stock for the office. In this way it would be possible to have as many stock items as you wish on file. A further program could then be written, by the more enthusiastic of you, to index the files and what they contain

As a last note, the product reference code should be unique to each item and should not be a sub-code of another item. For example, if you enter a code food, and there already exists a code of this name, the computer will return the first found. However, the entry of the new items routine will tell you if a code already exists, so this should not cause any problem

Spectrum conversion

The program is fairly straightforward and the listing self explanatory, and can be converted to run on the ZX Spectrum with minimal alterations

First, alter the number in line 100 to 50 for the 16K Spectrum and 250 for the 48K Spectrum. Then, delete all the lines with FAST or SLOW in them. Finally, you may wish to change all the upper case messages to lower case, but this is not absolutely necessary

```
 10 SAVE "STOCK"
 80 LET Z$= "ENTER PRODUCT REFER
ENCE CODE."
 100 LET NO=100
 110 DIM A$(NO,32)
 112 DIM S$(NO,32)
 115 DIM A(100,4)
 200 SLOW
 210 PRINT TAB 9,"STOCK CONTROL."
 TAB 9,"
 220 PRINT "OPTIONS -"
 230 PRINT
 240 PRINT TAB 2,"1. ENTER NEW S
TOCK ITEM."
 250 PRINT TAB 2,"2. PRINT ITEM
DETAILS."
 260 PRINT TAB 2,"3. DELETE OLD
STOCK ITEM."
 270 PRINT TAB 2,"4. ENTER REMOV
ED STOCK."
 280 PRINT TAB 2,"5. ENTER STOCK
ON ORDER."
 290 PRINT TAB 2,"6. ENTER STOCK
RECEIVED."
 300 PRINT TAB 2,"7. PRINT ITEMS
TO RE-ORDER."
 310 PRINT TAB 2,"8. SAVE STOCK
FILE."
 315 PRINT TAB 2,"9. PRINT ALL R
EF. CODES",TAB 5,"AND SUPPLIERS."
 320 PRINT ,,"CHOOSE OPTION (1-9
)."
 330 PRINT TAB 9,"
 340 IF INKEY$<>"" THEN GOTO 340
 350 IF INKEY$="" THEN GOTO 350
 360 LET O$=INKEY$
 370 IF O$<"1" OR O$>"9" THEN GO
TO 340
 380 LET I=VAL O$
 390 GOTO 1000*I
1000 CLS
1010 PRINT "@
1020 INPUT O$
1025 FAST
1030 FOR I=1 TO NO
```

```
1040 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 1080
1050 IF A$(I,1 TO 4)=        THEN
 GOTO 1100
1060 NEXT I
1065 SLOW
1070 PRINT  ,"NO MEMORY LEFT."
1075 PRINT  ,,"PRESS ANY KEY TO R
ETURN TO MENU."
1076 IF INKEY$<>"" THEN GOTO 107
6
1077 IF INKEY$="" THEN GOTO 1077
1078 CLS
1079 GOTO 210
1080 SLOW
1085 PRINT  , STOCK ITEM ALLREAD
 EXISTS.
1090 GOTO 1075
1100 SLOW
1102 PRINT "[redacted] B$
1110 LET A$(I)=B$
1120 PRINT  ,"ENTER AMOUNT IN $T
OCK."
1130 INPUT A(I,1)
1140 IF A(I,1)<0 THEN GOTO 1130
1150 PRINT "[redacted] ",A(I,1)
1160 PRINT  ,,"ENTER AMOUNT ON OR
DER."
1170 INPUT A(I,2)
1180 IF A(I,2)<0 THEN GOTO 1170
1190 PRINT "[redacted] ",A(I,2)
1200 PRINT  ,,"ENTER RE-ORDER LEV
EL."
1210 INPUT A(I,3)
1220 IF A(I,3)<0 THEN GOTO 1210
1230 PRINT "[redacted] ",A(I,3)
1240 PRINT  , ENTER RE-ORDER QUA
NTITY."
1250 INPUT A(I,4)
1260 IF A(I,4)<0 THEN GOTO 1250
1270 PRINT "[redacted] ",A(I,4)
1280 PRINT  ,,"ENTER SUPPLIERS DE
TAILS."
1290 INPUT S$(I)
1300 IF S$(I, TO 4)="      " THEN
GOTO 1290
1310 PRINT S$(I)
1320 PRINT  ,"ANY FURTHER NEW IT
EMS (Y OR N)?"
1330 IF INKEY$<>"" THEN GOTO 133
0
1340 IF INKEY$="" THEN GOTO 1340
1350 LET Y$=INKEY$
1355 IF Y$="Y" OR Y$="N" THEN CL
S
1360 IF Y$="Y" THEN GOTO 1000
1370 IF Y$="N" THEN GOTO 200
1380 GOTO 1330
2000 CLS
2010 PRINT Z$
2020 INPUT B$
2030 IF B$="" THEN GOTO 2020
2035 FAST
2040 FOR I=1 TO NO
2050 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 2060
2060 NEXT I
2065 SLOW
2070 PRINT  ,"PRODUCT DOES NOT E
XIST ON FILE."
2075 GOTO 1075
2080 CLS
2085 SLOW
2090 PRINT "PRODUCT DETAILS :-"
2100 PRINT  ,,A$(I)
2110 PRINT  ,,"PHYSICAL STOCK
 ",A(I,1)
2120 PRINT  QUANTITY ON ORDER "
,A(I,2)
2130 PRINT "TOTAL STOCK      "
A(I,1)+A(I,2)
2140 PRINT "RE-ORDER LEVEL   ",
A(I,3)
2150 PRINT "RE-ORDER QUANTITY:",
A(I,4)
2160 PRINT    "SUPPLIER:-"
2170 PRINT S$(I)
2180 PRINT  ,,"PRESS ""C"" FOR CO
PY , ANY OTHER  KEY FOR MENU."
2190 IF INKEY$<>"" THEN GOTO 219
0
2200 IF INKEY$="" THEN GOTO 2200
2210 IF INKEY$="C" THEN COPY
2220 CLS
2230 GOTO 200
3000 CLS
3010 PRINT Z$
3020 INPUT B$
3025 FAST
3030 FOR I=1 TO NO
3040 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 3070
3050 NEXT I
3055 SLOW
3060 GOTO 2070
3070 SLOW
3080 PRINT  ,,"PRESS ""D"" TO DEL
ETE, ANY OTHER  KEY TO RETURN TO
 THE MENU."
3081 IF INKEY$<>"" THEN GOTO 308
0
3082 IF INKEY$="" THEN GOTO 3082
3083 IF INKEY$="D" THEN GOTO 300
0
3084 CLS
3085 GOTO 200
3086 FAST
3089 FOR J=I+1 TO NO
3090 LET A$(J-1)=A$(J)
3100 LET S$(J-1)=S$(J)
3110 FOR K=1 TO 4
3120 LET A(J-1,K)=A(J,K)
3130 NEXT K
3140 NEXT J
3150 NEXT K
3160 PRINT  ,,"PRODUCT DELETED."
3165 SLOW
3170 GOTO 1075
4000 CLS
4010 PRINT Z$
4020 INPUT B$
4030 IF B$="" THEN GOTO 4030
4035 FAST
4040 FOR I=1 TO NO
4050 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 4090
4060 NEXT I
4065 SLOW
4070 GOTO 2070
4090 SLOW
4091 PRINT  ,,B$
4092 PRINT  "TOTAL STOCK=",A(I,1)
+A(I,2)
4095 PRINT  ,, ENTER AMOUNT REMOV
ED FROM STOCK."
4100 INPUT A
4110 IF A<0 THEN GOTO 4100
4111 IF A(I,1)-A<0 THEN PRINT  ,,
"[redacted] THAT QUANTITY OF"
 STOCK IS NOT YET AVAILABLE."
4112 IF A>A(I,1) AND A(I,2)>0 TH
EN PRINT  ,,"AVAITING DELIVERY OF
"
4113 IF A(I,1)+A(I,2)<A THEN PRI
NT  ,,"ORDER ",ABS (A(I,1)+A(I,2)
-A)  " OF -"
4114 PRINT  ,,A$(I)
4119 IF A(I,1)-A<0 THEN GOTO 414
0
4120 LET A(I,1)=A(I,1)-A
4130 PRINT "[redacted] ",A
4140 PRINT  ,,"ANY FURTHER STOCK
REMOVED (Y/N)?"
4150 IF INKEY$<>"" THEN GOTO 415
0
4160 IF INKEY$="" THEN GOTO 4160
4170 IF INKEY$="Y" THEN GOTO 400
0
4175 CLS
4180 GOTO 200
4300 CLS
4310 PRINT Z$
4320 INPUT B$
```

```
5030 IF B$=    THEN GOTO 5030
5040 FAST
5050 FOR I=1 TO NO
5060 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 5100
5070 NEXT I
5080 SLOW
5090 GOTO 2070
5100 SLOW
5110 PRINT    ,B$
5120 PRINT    ,"ENTER AMOUNT ON OR
DER.
5130 INPUT A
5140 IF A<0 THEN GOTO 5130
5150 PRINT    ",A
5160 LET A(I,2)=A(I,2)+A
5170 PRINT ,,"ANY MORE STOCK ON
ORDER (Y/N)?"
5180 IF INKEY$<>"" THEN GOTO 518
0
5190 IF INKEY$="" THEN GOTO 5190
5200 IF INKEY$="N" THEN GOTO 500
0
5210 CLS
5220 GOTO 200
6000 CLS
6010 PRINT Z$
6020 INPUT B$
6030 IF B$="" THEN GOTO 6020
6040 FAST
6050 FOR I=1 TO NO
6060 IF A$(I, TO LEN B$)=B$ THEN
 GOTO 6100
6070 NEXT I
6080 SLOW
6090 GOTO 2070
6100 PRINT ,,B$
6110 PRINT ,,"ENTER AMOUNT RECEI
VED.
6120 INPUT A
6130 LET A(I,1)=A(I,1)+A
6140 LET A(I,2)=A(I,2)-A
6150 IF A(I,2)<0 THEN LET A(I,2
)=0
6160 PRINT    ,A
6170 PRINT ,,"ANY FURTHER STOCK
RECEIVED (Y/N)?"
6180 IF INKEY$<>"" THEN GOTO 618
0
6190 IF INKEY$="" THEN GOTO 6190
6200 IF INKEY$="Y" THEN GOTO 600
0
6210 CLS
6220 GOTO 200
7000 FAST
7005 LPRINT "PRODUCTS REQUIRING
RE-ORDERING."
7010 LPRINT "
```

```
7015 LET A=0
7020 FOR I=1 TO NO
7030 IF A$(I, TO 6)='      ' THE
N GOTO 7200
7040 IF A(I,1)+A(I,2)>A(I,3) THE
N GOTO 7200
7045 LET A=1
7050 LPRINT
7060 LPRINT "PRODUCT -"
7070 LPRINT A$(I)
7080 LPRINT "SUPPLIER -"
7090 LPRINT S$(I)
7100 LPRINT "RE-ORDER QTY. ",A(I
,4)
7110 LPRINT "-------------------
-------------
7200 NEXT I
7500 CLS
7505 IF A=0 THEN LPRINT "NONE."
7510 SLOW
7520 GOTO 200
8000 CLS
8010 PRINT TAB 5,"SAVE STOCK FIL
E."
8020 PRINT ,,"ENTER FILE NAME."
8030 INPUT B$
```

```
8040 IF B$="" THEN GOTO 8030
8045 PRINT    ",B$
8050 PRINT ,,"START TAPE REORDER
 AND PRESS ANYKEY TO SAVE FILE."
8070 IF INKEY$<>"" THEN GOTO 807
0
8080 IF INKEY$="" THEN GOTO 8080
8090 SAVE B$
8100 CLS
8110 PRINT "FILE - B$
8115 PRINT
8120 GOTO 200
9000 FAST
9005 LPRINT "STOCK/SUPPLIERS LIS
T."
9010 FOR I=1 TO NO
9020 IF A$(I, TO 6)='      ' THE
N GOTO 9500
9025 LPRINT
9030 LPRINT "STOCK REF. CODE."
9040 LPRINT A$(I)
9050 LPRINT "SUPPLIER."
9060 LPRINT S$(I)
9070 NEXT I
9500 CLS
9505 SLOW
9510 GOTO 200
```

```
                TYCN CONTROL.

OPTIONS -

   1. ENTER NEW STOCK ITEM.
   2. PRINT ITEM DETAILS.
   3. DELETE OLD STOCK ITEM.
   4. ENTER REMOVED STOCK.
   5. ENTER STOCK ON ORDER.
   6. ENTER STOCK RECEIVED.
   7. PRINT ITEMS TO RE-ORDER.
   8. SAVE STOCK FILE.
   9. PRINT ALL REF. CODES
      AND SUPPLIERS.

CHOOSE OPTION (1-9).

ENTER PRODUCT REFERENCE CODE.
   F000/STOCK C2300

ENTER AMOUNT IN STOCK.
   23

ENTER AMOUNT ON ORDER.
   43

ENTER RE-ORDER LEVEL.
   12

ENTER RE-ORDER QUANTITY.
   20

ENTER SUPPLIERS DETAILS.
B. BARTON. LTD.

ANY FURTHER NEW ITEMS (Y OR N)?

PRODUCT DETAILS -

F000/STOCK C2300

PHYSICAL STOCK        23
QUANTITY ON ORDER     43
TOTAL STOCK           66
RE-ORDER LEVEL        12
RE-ORDER QUANTITY     20

SUPPLIER -
B. BARTON. LTD.

PRESS "C" FOR COPY, ANY OTHER
KEY FOR MENU.

PRODUCTS REQUIRING RE-ORDERING.
```

Example outputs from the program

Bookshelf

Patrick Cain takes a long, hard look at the latest publications for your ZX library.

Introducing Spectrum Machine Code — Ian Sinclair

If you have only recently unpacked your Spectrum then take heed: enjoy what you are doing and the power a command of BASIC gives you and for a while steer clear of machine code. On the other hand if you are already familiar with Spectrum BASIC and are seeking to increase the power and speed of your machine by programming directly in machine code then 'Introducing Spectrum Machine Code' by Ian Sinclair is a handy companion to have.

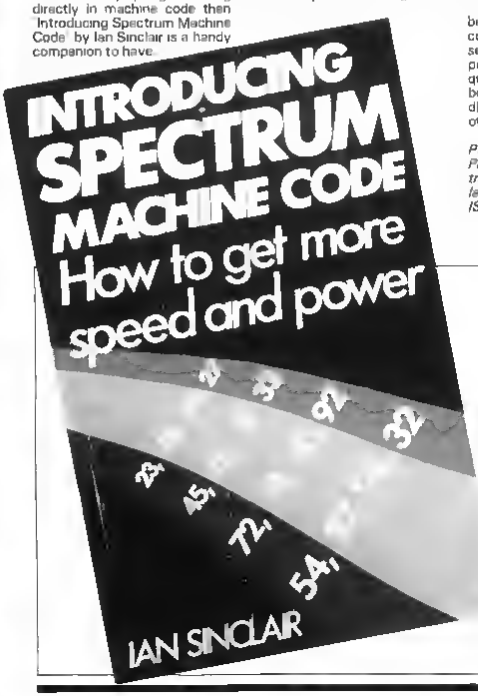
The 135 pages and seven appendices set out to give an extensive if not always detailed introduction to machine code and the operations and functions of the bits that lie below the keyboard. The book will not and does not attempt to turn the reader into a competent machine code programmer but that is not a shortcoming it is designed to introduce machine code to beginners (such is the nature and extent of the subject that no one book is sufficient to offer complete knowledge)

In the early chapters, Mr Sinclair (no relation to the obvious) introduces the RAM the ROM the MPU and with clear examples describes the relationship between them. Subsequent chapters take task with binary and hexadecimal notation introduce assembly language and examine the use of registers. Each sect on is fully highlighted by worked examples that require and assume minimal previous knowledge. Finally through the introduction of flow diagrams simple machine code routines are developed.

Throughout the book is where possible jargon free the text is always conscious that it is aimed at newcomers and its strength is that it never attempts to go too far into this confusing subject too soon. However where it is deficient is in the number of final machine code program examples that are included, but since a number of recommendations for further reading are made this is not such a great problem.

Whether it is your intention to become a master of machine code or simply to make some sense of more advanced BASIC programs if you are well acquainted with BASIC then this book will make your understanding of the Spectrum and most other micros far deeper.

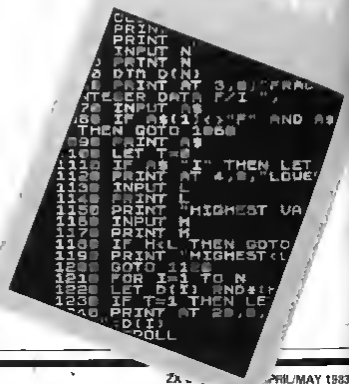
Published by Granada Publishing, Introducing Spectrum Machine Code is written by Ian Sinclair and costs £7.95
ISBN 0 246 120827



The Art Of Programming The 16K ZX81 — SM Gee and M Jones

Adding memory to a computer adds to the power and potential of the computer. Efficient use of the new potential often requires more advanced approaches to programming. M James and SM Gee, authors of 'The Art Of Programming the 1K ZX81', have written a follow-on book not surprisingly called 'The Art Of Programming The 16K ZX81' which looks at the enlarged scope of the '81 with a RAM pack and at programming techniques beyond those required for the unexpanded machine.

Although the ZX81 has many functions available its capability is greatly hampered by its lack of memory. Similarly if your only user experience has been with a 1K machine your own programming ability may be equally restricted. The authors have attempted to increase the reader's skill in programming now that the extra memory has provided the opportunity, a task which I think they have successfully met in this pocket sized edition.



Chapter one is an unnecessary justification for writing the book and a wishy washy commentary on the printer and RAM pack. Chapter two looks at what extra memory the RAM pack gives, what is stored where and how to manipulate these memory locations for better effect. Three utility programs Memory Use, Variable Use and Line Remember are included in the following chapter to provide the necessary knowledge and assistance in putting larger programs together and subsequently into operation. In the fourth chapter there is an interlude from the more serious applications providing four good quality games programs 'Depth Charge' a missile and target game exemplifies practical methods for moving graphics characters around the screen. The others draw to notice techniques like screen PEEKing and POKEing, scrolling and paged graphics with simple explanations of where they might be put to good use. Understanding fancy techniques may be fine but it is certainly of little use unless you know how to incorporate them into your own programs. Thankfully this wide ranging little book has taken this too into consideration and later pages deal with designing larger programs.

Equally well dealt with is storing and recalling data from tape and methods for improving the range of the printer. Finally to whet your appetite further after putting the RAM pack to good use there is a chapter that introduces machine code. The information about formatting machine code routines is small but as a guide to just what is capable with machine code on a ZX81 it is complete.

The Art Of Programming The 16K ZX81 is published by Bernard Babani, written by SM Gee and M Jones costs £2.50 and as a guide to the larger '81 it is an excellent complement
ISBN 0 85934 089 9

The Art Of Programming The 1K ZX81
— Mike James and SM Gee
A review by James Walsh

Finding it difficult to do anything worthwhile in 1K RAM? Could this be the answer (well it is cheaper than a 16K RAM pack) — at £1.95 what have you got to lose?

OK how about starting from the beginning. The Art of Programming the 1K ZX81 is written by M James and SM Gee and published by Bernard Babani Ltd. It is a thin volume of about 85 pages with a printer listing on the front and the preface written on the back! The first thing you come to inside the book is an expanded version of what is written on the back cover. The contents of the book are split up into eight chapter headings. Making the most of your ZX81 (I seem to have heard that phrase somewhere before). Randomness, Graphics, Moving graphics, PEEK and POKE, A Sense of Time, Strings and Words and finally, Hints and tips.

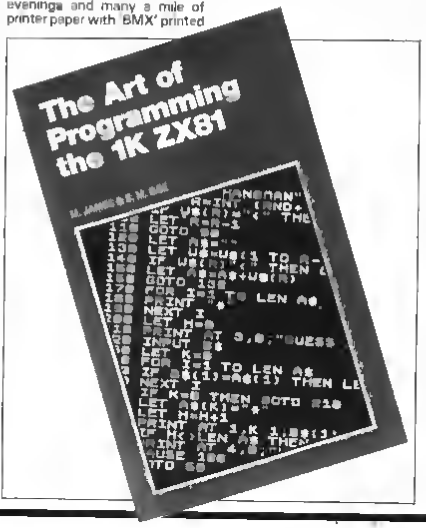
It is basically aimed at the owners of XZ81s who have mastered the basic operations of plugging it in and turning it on but have had limited success with the manual itself. A frightened yelp from the dog as he hurriedly ducked to avoid a hurtling copy of the ZX manual reminded me of the ideal person to read the book (no not the dog, he's more into Hires graphics) — my younger brother who had always been keen to learn but had found the Sinclair manual the major stumbling block. Well, I thought at least this book is a little thinner and less likely to knock the dog unconscious so how about giving it a try. After some long quiet evenings and many a mile of printer paper with 'BMX' printed on it, there were a number of interesting observations he came up with.

Though the book was written for the complete novice rather much was presumed as far as previous experience was concerned. Though some of the functions such as RAND were well explained, some functions were not looked into in enough detail, and gave cause for concern when it came to the programs themselves.

Though the programs were quite good, they were in some ways too good and lost the reader, leaving him with major doubts. Poor explanations were given for some of the programs, which meant that the reader was often left with the feeling that they did not in fact work!

I was quite amused by one comment in the first chapter explaining how the ZX81 is the successor to Sinclair's first hand-held computer, the ZX80. I have heard the Sinclair ZX80 being called many a name, but never hand-held!!!

Though the book sets out quite admirably, it leaves some gaps and in fact goes too far too fast. Maybe with a little more time and twice as many pages it could turn out to be a better book. But time is something that we do have as already they have lost much of their market in Britain with the introduction of the Spectrum.



All things considered if money is short and the manual is used in conjunction with this book, then it would make a quite reasonable combination. JW

The Art Of Programming The 1K ZX81 published by Bernard Babani, is written by M James and SM Gee and is priced at £1.95
ISBN 0 85934 084 8

The Spectrum Companion
— Bob Maunder

'The ZX Spectrum Companion' by Bob Maunder is in design similar to many other games books published for the Spectrum. Many attempt to offer both exciting and educational games that make full use of the Spectrum's capabilities and at the same time aim to teach by a proliferation of methods the art of program writing. Boasts that are fulfilled to varying degrees! With Mr Maunder's background as an educationalist, it is natural that his book should lean more to instruction.

The book begins by laying down a good programming practice for designing Spectrum games that takes the reader step by step from conceiving or translating an idea to a final listing. To a beginner, any lessons on program writing by a senior lecturer in Computer Science has got to be worthy of notice. Has he been able to translate his undoubted knowledge effectively to print? Bob Maunder and I both feel that he has. From his early enquiries about what the qualities of a good game are to methods for translating the final ideas into BASIC, the description at each methodical stage is detailed and clear. Crystalising the idea — how the game will start, what the play is expected to do, what will the screen look like, stepwise refinement of the program method and writing the basic program are planned at each stage before approaching the computer — better for getting rid of bugs than D D T. Not then too great a surprise to discover that each of the 21 programs are well structured, mindful of memory and an example to all of us of the way programs ought to be written.

To be found with each of the programs is an account of its purpose, an entry of the method used to create it and notes of explanation. Indeed each includes an example of the ▶

guideline laid down at the beginning of the book.

Where unfortunately the programs have not followed the example of the guidelines has been in observing the qualities of a good game. I found few of the programs in the book to be particularly good ones. Seven categories of games are to be found: number games, word games, board simulation, dice, card and grid games. None of these, with perhaps the exception of the simulation games, seemed to make much of the scope that the graphics on board the Spectrum provide. While both the sound and graphics were used in nearly all of the games, their effect or application was not terribly impressive and certainly not utilised to their full. The screen images and sounds produced appeared to me to be more of an afterthought used because it was expected, and not integral to the programs themselves.

20, randomly selected between one and 90. The player is given £20 pounds and has to bet this on his choice. The game continues until the player runs out of money or dies of boredom. In fairness 'Sink the Ship', 'Simon' and 'Dead Ducks' are worthy of mention. Of the others, the best were those games which had been adapted from favourites such as 'Blackjack', 'Solitaire' and 'Concentration', unfortunately they have gained nothing in their translation to computer, and frankly I would rather play the originals anytime.

As a teaching manual on how to write games programs, The Spectrum Games Companion is published by Linsac, written by Rob Maunder and costs £5.95. ISBN 0 907211 02 X

The essence of many of the games seemed to be number manipulation, like the type which were available on previous generation computers before the development of user graphics. 'Money Match' is one of this type, based on the American casino game Keno. It requires the player to guess eight numbers from a series of

The Spectrum Book Of Games — M James, SM Gee and K Ewbank

The Spectrum Book Of Games, a clearly printed well labelled compendium of game programs by three authors, M James, SM Gee and Kay Ewbank, is a witness to the unfortunate truth that good computer programmers were not necessarily good inventors of games. Why else with so many game programs produced should 'Invaders', 'Asteroids' and their variants still be as popular?

Each of the 21 programs are well written and while lengthy are still within the range of the 16K Spectrum. Each too has been dumped from PRINT to ensure no listing errors, and by substituting for the ZX printer a clearly legible printout has been attained.

Accompanying texts include a structure of the subroutines used, typing tips, each of which remind the user to look out for the same things and equally worthless suggestions for future developments. 'Save the Whale', for example, a program running to four pages in length might be altered by "adding a waterspout to the whale that was printed at every other move", personally I preferred to 'Save the Effort'.

Of the games themselves, I enjoyed 'Mighty Missiles' and 'Bobsleigh', both variations on old favourites, and a new one called 'Guidelines', a development of the game in which a metal hook is guided along a wire without allowing them to come into contact and hence cause a buzzer to sound. 'Spectrum Invaders' was repetitive and tame with no battlements to defend or hide behind and no bonus points on offer. Of the others, 'Mirror Tile', a tile puzzle with an infinite number of solutions and 'Captive The Quark' have been transformed successfully to Spectrum and were probably the best.

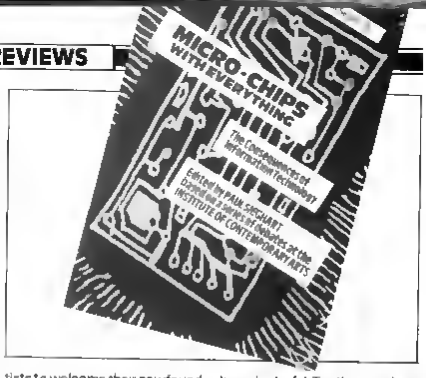
Throughout, the graphics were of a good standard and the sound is used to great effect, no more so than in 'Spectrum Ledger' — a simulation horse race that starts with the computer playing the tune 'Camptown Races'. Unfortunately the game deteriorates somewhat after this with the player asked to bet on a race of five horses. The result is totally random and requires no skill. For entertainment value the game, like the player, is a loser.

The Spectrum Book Of Games is written by Mike James, S M Gee and Kay Ewbank, published by Granada Publishing, contains 21 programs and costs £5.95. ISBN 0 246 12047 9

Microchips With Everything — Edited by Paul Sieghart

As the user of a microcomputer you are in contact with the latest technology. Growing side by side with the microcomputer is something infinitely larger. Both owe their existence to the microchip. Coupled to the advancements in communications the microchip is responsible for Information Technology (IT). IT is so significant that the Government called 1982 the Year of Information Technology. It prompted enquiries and discussions from all corners of Great Britain. IT is so significant that it will sooner rather than later affect you. It is also the subject of a new book published to question IT.

Micro Chips With Everything is not a book of detail or instruction rather it is one of discussion. More accurately of five discussions that took place during IT year at the invitation of the Institute of Contemporary Arts. The subject discussed at each of the meetings was IT's consequences. The Social and Political Implications of Information Technology and in the manner of true discussion the views of many sides of society were represented. Each of the meetings had specific subjects to debate. IT: Doom or Boom. The Third World: Independance or Dependance. Work and/or Leisure? Privacy: A Free or Secret State? The Mass Media: Diversity or Standardization? each is given a chapter of the book. Those offering the views reflect a variety of interests. Shirley Williams and Christopher Price both M.P.s. Mike Cooley and Clive Jenkins both Trade Unionists. Also included were Brenda Medlox representing economists and Dr John Dawson representing the medical profession. David Fairbairn and Jonathan Gershinny from the field of science and others who were considered or consider themselves to be concerned sufficiently to voice their opinion are also represented. And as the books preface rightly points out, IT is the concern of everyone and not the preserve of those in power or those at play with user ports behind dark doors.



Of course politicians can be relied upon to give their political play, conservationalists can be expected to cry wolf and science tists to welcome their newfound baby but the consequences of IT are so far reaching that the views of all of the contributors are worth taking notice of.

Is it as it is claimed to be an unusually powerful opportunity to reduce the gap between the developed and the developing world or will it increase inequalities between the First and Third World Countries? Can we use it for welfare to create jobs or will it deny human beings any form of self expression and reduce them to an appendage of the machine? In answering the many questions that continue to be asked of IT the speakers bring a depth of understanding beyond most of us a wealth of specialist knowledge and a deal of forethought. Those questions will remain unanswered well in to the future but that is no reason for not asking them in the first place. IT is likely to, whatever you do effect you it is worthy of your concern.

Micro Chips With Everything, is edited by Paul Sieghart published by Comedia and costs £3.95
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Machine code colour graphics

Robert Erskine shows you how to speed up your colour graphics on the ZX Spectrum.

Although Spectrum BASIC is fairly fast there are many occasions when it is not nearly fast enough, particularly when you need to print large or multiple images to the screen

The most efficient way of solving this problem is to use machine code routines to do the job, for the speed of the Spectrum's microprocessor is such that several graphics or even the entire screen can be printed in a small fraction of a second Although there is a routine in the ROM which enables you to do this (using an RST 10 instruction) the process can be rather long winded unless each character in the graphic follows the previous one on the screen Furthermore since this routine draws its graphics symbols from existing memory you will always be confined to using the standard character set and user defined graphics

What would be ideal would be a program which enables you to read every byte of your most complex graphic masterpieces and store them away in RAM for instant recall to any position on the screen The two programs in this article Grafcode and Grafprint are designed to do exactly that

Dynamic duo

Grafprint is a machine code program which builds up a graphic image on the screen including attributes, from a data file held in memory It can either be called from within a BASIC program or incorporated in a larger machine code program where it can be used to greater effect in generating laser fire or swooping aliens

The Demo program illustrates Grafprint at work printing a large green moon lander at the top left of the screen By altering lines 20 and 30 which hold the low and high byte values of the first attribute position on the screen you will see that the image can be printed anywhere in spite of the peculiar design of the Sinclair display file

Line 90 of Demo holds the machine code data of Grafprint and line 100 holds the data for the graphic

The Grafprint program is designed to be loaded from address 32300 to address 32411 and therefore RAMtop should be at 32299 or less The first eight

bytes are used as temporary pigeon holes by the main program, which starts at 32308 Although Grafprint can be moved elsewhere in memory it contains references to these first eight bytes and these would therefore have to be changed

Grafcode is a BASIC program which generates data files of graphics for Grafprint To use it first create your graphic image (or text) anywhere on the screen preferably from the top left hand corner where you can find the start address easily The image may be created in the normal way using BASIC colour commands user defined graphics and so on Then when it is ready activate Grafcode by entering the command GO TO 9600 On no account RUN the program or your splendid new handiwork will disappear without trace

What's in store?

You will then be prompted to input the address from which you want the graphics data to be stored the *first* attribute address currently occupied by the graphic and the number of character squares in the graphic You will then be asked to input each of the displacements between the characters These refer to attribute file displacements so that one square to the right = 1, one square below = 32 and so on You may then sit back and hum a little tune for a few seconds whilst Grafcode translates your handiwork into a sequential data file which can be accessed by Grafprint

Having loaded Grafprint and prepared your data file the next step is to load the start address of the data file into 32302/3 and the attribute address of the chosen screen location into 32300/1 Obviously in a moving graphics program, this would be done in machine code To print the graphic to the screen simply enter the command RANDOMIZE USR 32308

Grafprint works by moving a pointer around the attributes file of the Spectrum and loading the attributes of the current character into an address followed by the corresponding eight display file bytes for each character The data file which it reads is formatted so that each character is represented by 10 bytes The first byte holds the displacement between the current character and the one before the second holds the attributes code and the remaining eight hold the graphic image The data for the first character in a graphic also uses 10 bytes but instead of starting with a displacement value, it holds the total number of characters in the graphic

The program incorporates a routine which calculates which of the three screen zones the current character will occupy and selects the corresponding display addresses accordingly This ensures that if the graphic crosses a border between zones then the relative positions of the characters are maintained

The sky's the limit

There is no limit to the size of the data file which can be used by Grafprint other than the size of your machine's memory and if files are built up section by section there is no limit to the different shapes you can store Having used 21 user defined graphics in a picture you can convert it to data using Grafcode store it temporarily on tape and continue with a new set of graphics bringing the whole lot together in one file when you have finished Graphics involving circles and other shapes can equally be stored

If you intend to move graphics rapidly around the screen using Grafprint it will be necessary to erase each preceding image before printing the next One way of doing this is to use a machine code equivalent of PRINT OVER say by holding a blank graphic of the same size and shape as the original and using Grafprint to print it over the top In some cases it will be sufficient to clear the screen between each printing because the speed of machine code is such that the illusion of continuous action will be maintained Screen clearing can be achieved by filling all the display file addresses with zeros and all the attribute addresses with an appropriate code If the background to your moving graphics is complex and you don't wish to clear it between moves you can store a complete copy of the screen above RAMtop using a block move routine in machine code and reprint it to the screen between moves by means of a similar routine Since this technique uses up nearly seven thousand bytes of RAM it is hardly worth contemplating on a 16K Spectrum unless the rest of your program is entirely in machine code

```
Enter as a direct command
RANDOMIZE USR 32300
```

The moon lander graphic printed when the Demo program is RUN

```
  1 REM DEMO
 10 CLEAR 32299
 20 POKE 32300,0
 30 POKE 32301,66
 40 POKE 32302,156
 50 POKE 32303,126
 60 FOR x=32300 TO 32451
 70 READ byte. POKE x,byte
 80 NEXT x
 90 DATA 42,46,126,235,42,44,12
6,26,50,46,126,19,26,119,213,34,
50,126,235,33,255,66,167,237,62,
56,11,42,50,126,17,0,24,167,237,
82,24,92,237,91,50,126,33,255,69
,167,237,82,66,11,42,50,126,17,0
,17,167,237,82,24,9,42,50,126,17
,0,10,167,237,82,209,19,6,6,26,1
19,6,40,4,96,19,24,247,42,50,126
,66,46,126,6,1,14,200,50,46,126
,19,26,6,0,79,6,24,163
 100 DATA 4,60,63,127,225,255,25
5,127,63,31,1,60,252,254,135,255
,254,252,248,240,31,60,15,24,46,
96,255,126,126,126,1,60,240,24,1
2,6,255,1,1,1
 110 PRINT AT 20,0,"Enter as a d
irect command.";AT 21,0,"RANDOMI
ZE USR 32300"
```

The listing of the Demo program

```
  1 REM GRAFCODE
9600 PRINT AT 21,0,"Enter data s
tart"
9605 INPUT data: LET dat=data
9610 PRINT AT 21,0,"Enter first
att address"
9615 INPUT att
9620 PRINT AT 21,0,"How many cha
racters in graphic?"
9625 INPUT char: DIM d(1). IF ch
ar>1 THEN DIM d(char-1)
9630 POKE data,char: LET data=da
ta+1
9632 IF char=1 THEN GO TO 9655
9635 FOR x=1 TO char-1
9637 PRINT AT 21,0,"
9640 PRINT AT 21,0,"Displacement
 ";x,"                  "
9645 INPUT d(x)
9650 NEXT x
9655 FOR x=1 TO char
9660 POKE data,PEEK att
9665 IF att<22784 THEN GO TO 909
5
9670 IF att<23040 THEN GO TO 966
5
9675 LET byte=att-2880
9680 GO TO 9700
9685 LET byte=att-4352
9690 GO TO 9700
9695 LET byte=att-6144
9700 LET count=0
9705 LET data=data+1
9710 POKE data,PEEK byte
9715 LET count=count+1
9720 IF count=8 THEN GO TO 9735
9725 LET byte=byte+256
9730 GO TO 9705
9735 LET data=data+1
9740 IF x<char THEN POKE data,d(
x)
9745 IF x<char THEN LET att=att+
d(x)
9750 LET data=data+1
9755 NEXT x
9760 PRINT AT 21,0,"Done-from ";
dat
9765 STOP
```

The listing of the Grafcode program

Grafprint disassembled

Addr	Hex code	Mneumonic	
7E2C	00		
7E2D	58		
7E2E	9C		
7E2F	7E		
7E3D	000D00		
7E33	00		
7E34	2A2E7E	LD	HL (7E2Eh)
7E37	EB	EX	DE HL
7E38	2A2C7E	LD	HL (7E2Ch)
7E3C	1A	LD	A (DE)
7E3F	32307E	LD	(7E30h) A
7E40	13	INC	DE
7E41	1A	LD	A (DE)
7E42	77	LD	(HL) A
7E43	D5	PUSH	DE
7E46	22327E	LD	(7E32h) HL
7E47	E6	EX	DE HL
7E4A	21FF58	LD	HL 58FFh
7E4B	A7	AND	A A
7E4D	ED52	SBC	HL DE
7E4F	3808	JR	C, +08h
7E52	2A327E	LD	HL (7E32h)
7E55	11D018	LD	DE 1800h
7E56	A7	AND	A A
7E58	ED52	SBC	HL DE
7E5A	182D	JR	+20h
7E5E	ED58327E	LD	DE (7E32h)
7E61	21FF59	LD	HL 59FFh
7E62	A7	AND	A A
7E64	ED52	SBC	HL DE
7E66	3808	JR	C, +08h
7E69	2A327E	LD	HL (7E32h)
7E6C	11DD11	LD	DE 11DDh
7E6D	A7	AND	A A
7E6F	ED52	SBC	HL DE
7E71	1809	JR	+09h
7E74	2A327E	LD	HL (7E32h)
7E77	11D00A	LD	DE DA00h
7E78	A7	AND	A A
7E7A	ED52	SBC	HL DE
7E7B	D1	POP	DE
7E7C	13	INC	DE
7E7E	0608	LD	B 08h
7E7F	1A	LD	A (DE)
7E80	77	LD	(HL) A
7E81	D5	DEC	B
7E83	2804	JR	Z +04h
7E84	24	INC	H
7E85	13	INC	DE
7E87	18F7	JR	−09h
7E8A	2A327E	LD	HL (7E32h)
7E8D	3A307E	LD	A (7E30h)
7E8F	0601	LD	B 01h
7E90	90	SUB	A B
7E91	C8	RET	Z
7E94	32307E	LD	(7E30h) A
7E95	13	INC	DE
7E96	1A	LD	A (DE)
7E98	D600	LD	B 00h
7E99	4F	LD	C A
7E9A	09	ADD	HL BC
7E9C	18A3	JR	−5Dh
	0138F0	LD	BC,F038h

Control Bytes

The Hobbit

Phil Garratt, after a brief sojourn in Middle Earth, takes time off to tell us what he found there.

The Hobbit — Melbourne House

Once upon a time, a young professor bored to distraction with marking School Certificate exam papers wrote on a blank sheet of paper 'In a hole in the ground there lived a hobbit'. That was over fifty years ago and at the time neither the professor, J R R Tolkien, nor anyone else had any idea what a hobbit was. Eventually the story was told and ever since, The Hobbit has been one of the most popular and best loved children's books. Its popularity and that of The Lord of the Rings which followed, is matched only by the seriousness with which some Tolkein fans dissect the books for allegorical meaning, never intended by the author. So it takes a brave group of people to set out on an 18 month adventure to re write The Hobbit as a computer game. Fortunately for 48K Spectrum owners, the team at Melbourne House have managed it, and in pretty good style too.

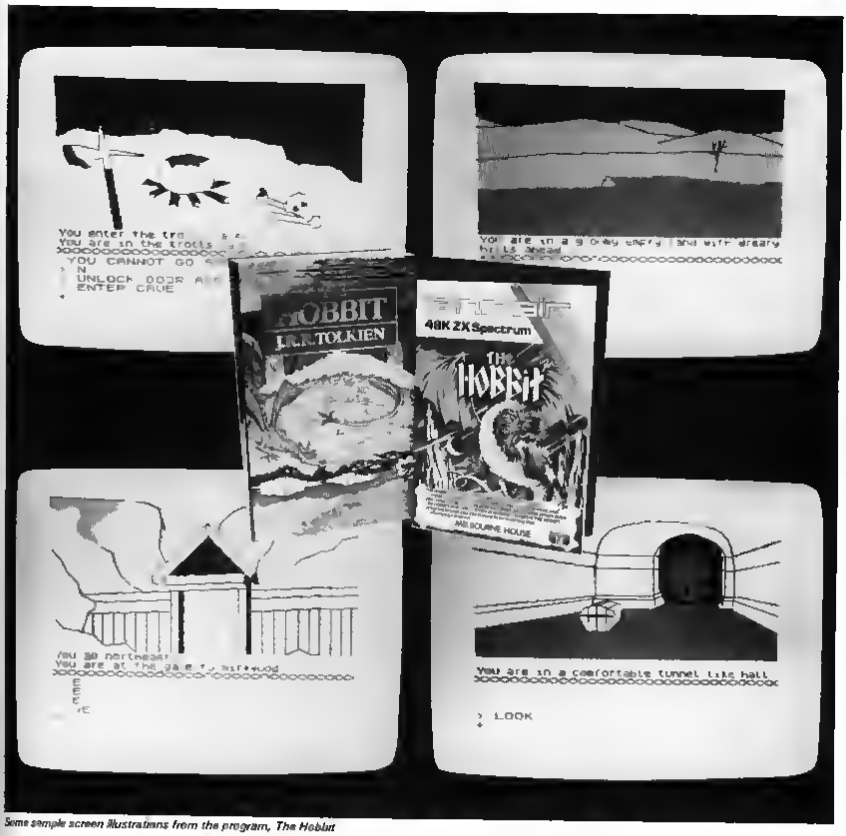
You may wonder how it could have taken 18 months when the Spectrum has been available for less than a year. The answer is that the program was originally being developed on a TRS 80, but was converted to the Spectrum in order to make use of high resolution colour graphics. The plot of the adventure has been designed to follow the original book as closely as possible, in fact to such an extent that a copy of the book is supplied with the program in order to provide additional clues. Also part of the package is a 16 page book of instructions, although if you find the prospect of digesting them not to your liking, there's nothing to stop you rushing headlong into the enterprise. After all, that's what Bilbo did! The instruction book is well structured and clearly laid out although disappointingly lacking in hints!

Enter the dragon

The game is set in Middle Earth during its Third Age, when it was inhabited by all manner of creatures, long before the world was overrun by Man. You take the role of Bilbo, the hobbit of the title, and your task is to steal treasure from a dragon, a most specially greedy, strong and wicked worm called Smaug. In the book, Bilbo has 13 dwarves to help him get there and (hopefully) back again, but in the program you have just one companion, Thorin Oakenshield. He is an 'enormously important dwarf' not least because we are warned that if he gets killed, Bilbo is most unlikely to survive. Along the way you will meet elves, wolves and orcs as well as the famous wizard, Gendalf the Grey, who is usually not far away.

The program is written in 40K of machine code and data, so it takes about four minutes to load. While you are waiting, you have an impressive picture to look at of Smaug and the Lonely Mountain which contains his lair. The program starts by drawing a colour picture of Bilbo's nice bright hobbit hole, complete with round green door and wooden chest waiting to be filled with dragon's plunder.

The use of graphics is one of the features which makes The Hobbit special. The adventure contains something like 80 locations, of which no less than 30 are illustrated. The graphics are based on drawings commissioned from the artist Kent Rees, and while none of them are quite as elaborate as the picture of Smaug, they do contain a remarkable amount of detail. By using special techniques each picture is stored in only 3 000-4 000 bytes. The outline is drawn very quickly, but the filling in with colour is done line by line and so does take a few seconds. It can be slightly tedious when the same picture keeps being re drawn, but this is only a minor drawback as the addition of graphics as



Some sample screen illustrations from the program, The Hobbit

good as these adds a whole new dimension to the adventure.

Picture this

Once you have admired the pretty picture, pressing any key gives the written description of the location. This also has some special features. Firstly, the screen is split into two 'windows', the top 17 lines being used for the illustrations, the narrative descriptions and responses from the various characters. This is in upper and lower case and by redefining the character set, the output is displayed with 42 characters per line. The bottom 5 lines make up the 'communication window' in which you type your commands and if the computer doesn't understand or cannot carry out your request, a message is displayed here. The lower display is made up of standard 32 characters per line capitals. Some keys have special meanings — ? means repeat the command, 5, 6, 7 and 8 can be used to move West, South, North and East. 0 deletes the last character entered and Shift 0 deletes the whole line.

Commands are entered using what the authors have named 'Inglish', which they claim is the most sophisticated natural language recognition program yet developed on any micro. You can enter quite long sentences, such as 'Attack the warg carefully with the knife' and 'Pick up the rope and sword'. More than one sentence can even be entered, up to a maximum of 128 characters. The authors claim a vocabulary of more than 500 words, which is extraordinarily large. Yet despite the size it is very quick, although the system is not perfect. For example, 'light' is a command common to many adventures, and is accepted in The Hobbit, although nothing happens and the curious message 'You light' is displayed. Similarly, if you attempt to cross the enchanted river by saying 'Cross', the program says 'You cross', but when you look around you find that you are, in fact, still stuck on the original side.

Cries for help...

Several special commands are also available. 'Print' copies everything in the upper narrative window to the printer. The graphics displays are not copied, which is perhaps just as well as it would slow down the game if they were, and also the black and white result wouldn't do justice to the colourful designs. Your commands are

Pic. courtesy of United Artists

not sent to the printer so you cannot necessarily use the output to follow an earlier path. Still Bilbo is meant to be fond of making and reading maps! 'No print' turns the printer off. 'Save' saves your current position on tape just the necessary data is saved so it only takes 30 seconds. The program doesn't use the standard ROM routine and I found that the tape position was important as starting too early gave a tape loading error. The data saved can also be verified before continuing and is reentered with 'Load'.

'Score' tells you how far into the adventure you have delved based on the percentage of the locations you have discovered. I never managed to get very far at all before a troll, warg or some other unidentified creature drastically rewrote the book by killing me off and sending me back to the start. 'Help' is a very useful command and will quite often give a hint as to the way out of your latest predicament.

Two other features of The Hobbit that the authors are very proud of are 'Animtalk' and 'Animaction'. The first allows you to speak to anyone present so, for example, you can enter 'Say to Thorin "examine the map"' and he will either respond or say 'No' depending on his mood. 'Animaction' refers to the fact that all the animals and individuals have an independent character and will be moving around and making decisions on their own without waiting for you to do anything. So far about the only animaction I have witnessed is Gandalf behaving uncharacteristically indecisively by continually giving and then taking back a curious map. Also Thorin seems to either wait, enter 'say Hurry up' or start singing about gold apparently at random.

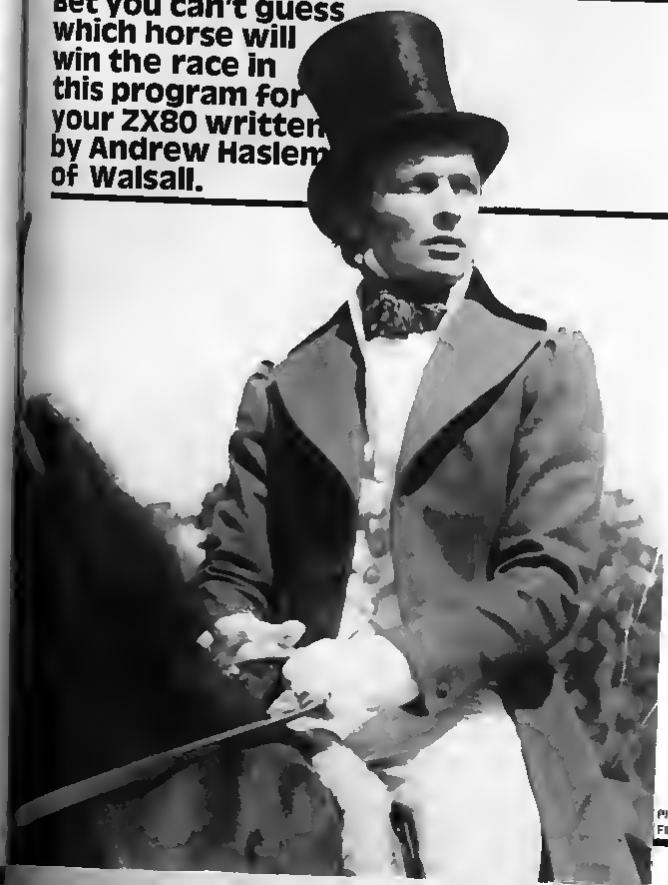
A wizard game

Despite having only explored little more than an eighth of 'Wilderland' I have seen nine graphic locations and picked up which I assume will have some purpose. I haven't yet found a way into the roots of the Misty Mountains but I hope I will as I greatly look forward to the riddle contest with Gollum (incidentally the riddles are different to the ones in the book, not surprisingly!). At a couple of recent micro exhibitions I have noticed that the staff on the Sinclair stand (when not selling hundreds of Spectrums) have been deeply engrossed in playing The Hobbit rather than any of the dozens of other programs available on their stand. The fact that they had neither solved nor tired of this program says quite a lot! It is certainly a marvellous game which should set the standard for future Spectrum adventures. However in spite of the excellent graphics and packaging, I feel that £14.95 is a rather high price for a program which is clearly going to sell many thousands of copies.

The Hobbit is available from Melbourne House, 131 Trafalgar Road, London SE10 and branches of WH Smith.

Horsing about

Bet you can't guess which horse will win the race in this program for your ZX80 written by Andrew Haslem of Walsall.



Photograph courtesy of United Artists

You begin this game with £100 in your pocket and each time you make a bet on a horse your stake money is set at £10. If your horse is not first past the post you lose your money. However, if you're lucky and your choice wins you will be credited with a random amount up to £50.

Should you run out of cash the game will halt and you will be told how many races you bet on. The program will also ask you if you would like to have another game.

For some idea of how many races you can bet on Andrew managed 60 races before he ran out of cash. Can you do better?

```
30  LET K=0
40  PRINT "HORSING
    ABOUT"
50  PRINT
    "-------------
    -------------"
80  FOR I=1 TO 5
70  PRINT
80  NEXT I
90  LET M=100
100 PRINT "HIT N/L TO
    PROCEED"
110 LET K=K+1
120 INPUT A$
130 CLS
140 IF M < 10 THEN GO
    TO 320
150 LET Z=RND(6)
160 PRINT "WHICH HORSE
    DO YOU WANT TO
    BET ON (1 TO 6)"
170 PRINT "YOU HAVE
    £" M
180 INPUT S
190 IF S=1 AND Z=1
    THEN GO TO 270
200 IF S=2 AND Z=2
    THEN GO TO 270
210 IF S=3 AND Z=3
    THEN GO TO 270
220 IF S=4 AND Z=4
    THEN GO TO 270
230 IF S=5 AND Z=5
    THEN GO TO 270
240 IF S=6 AND Z=6
    THEN GO TO 270
250 LET M=M-10
260 GO TO 100
270 PRINT "YOU WON"
280 LET G=RND(50)
290 LET M=M+G
300 PRINT YOU HAVE
    £" M
310 GO TO 100
320 PRINT "YOU HAVE NO
    MORE MONEY"
330 PRINT "YOU HAVE
    LOST IN " K " BETS"
340 PRINT "AGAIN?"
350 INPUT A$
360 CLS
370 IF A$="YES" THEN
    GO TO 10
380 STOP
```

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Competition
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Competition

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60 Games And Applications For The ZX Spectrum
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Tim Langdell
Exploring Spectrum BASIC
Mike Lord
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Tim Hartnell

Rules

This competition is open to all UK and Northern Ireland readers of ZX Computing except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of the publishers of the books to be awarded as the prize, or anyone else associated with the competition.

As long as the correct coupon is used for each entry, there is no limit to the number of entries.

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All entries must be postmarked before May 31, 1983.

The prize will be awarded to the first correct entry picked at random.

No correspondence will be entered into with regard to the results and it is a condition of entry that the Deputy Editor's decision is accepted as final.

The winner will be notified by post and the results will be published in a future issue of ZX Computing.

Address your answers to
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S	T	G	E	T	M	P	O	T	N	L	N	O	S
N	I	S	N	R	S	E	Y	T	S	K	B	N	Y
L	N	E	V	A	M	I	K	E	L	O	R	D	E
A	W	N	A	G	T	L	A	U	R	A	A	M	R
R	R	O	H	L	R	M	D	R	C	N	D	T	W
E	E	J	A	Y	J	W	A	O	T	I	B	L	A
O	N	N	M	S	H	L	T	I	X	V	E	P	T
W	H	Y	W	M	O	H	C	R	L	G	E	O	S
S	I	W	S	G	R	K	L	S	A	L	R	S	R
D	L	L	L	E	N	T	R	A	H	M	I	T	V
A	T	I	C	E	S	T	R	E	U	P	N	W	A
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Into the fourth dimension

A review of the new 4-D adventure from Quicksilva, with Phil Garratt at the helm.

SHIPS CONTROLS

THE SHIPS INSTRUMENT ARE DIVIDED INTO FOUR SECTIONS.

1..THE LONG RANGE SCANNER

SHOWS THE 18 SECTORS.
AND THEIR CONTENTS.
A CROSS SHOWS A PLANET.
A SHORT LINE SHOWS ALIEN CRAFT.

Three dimensions were not enough for the latest addition to Quicksilva's long line of machine code arcade games. Time Gate involves travelling backwards through the fourth dimension: time itself. We are told that the two thousand year old interstellar Empire founded by Earth was happily going the way of all empires, that is into decline, when the Squarm turned up. They are a race of insecto-reptiles and before long they had taken over the entire Empire, except for a few planets centred on the Earth.

The Temporal Brotherhood decide to overthrow the Squarm, but instead of doing the decent thing and fighting it out man to man (or rather man to reptile) they hit on a sneaky trick. They dig out the two thousand year old Void-Runner 1, a trans dimensional space ship, and give you the mission of travelling back through time via the Time Gate until you can destroy the Squarm's home planet before they ever left it.

The Empire strikes back

The galaxy is made up of 18 sectors, one of which contains the Time-Gate which your ship will automatically pass through provided there are no enemy ships in the sector. Knocking out the enemy ships is the central part of the game which all the rest has been tacked onto. The top two thirds of the TV display are used for the three-dimensional view of space and as you steer your craft the stars swirl round according to your movement.

When ships appear they weave in every direction, diving nearer and further away all the time firing pot shots at you. You have to manoeuvre your craft until the enemy is in line with your two lasers, which fire from either side converging into the centre. I found it best to try to line up the alien along one or other of the beams rather than try to hit it at the narrow point where the beams meet. Unless you get a lucky shot, it will usually take four hits to knock out the opposition, and you can tell when a hit has registered because the enemy ship changes colour.

An unusual arrangement of keys are used for movement — 6 and 7 for left and right, 8 and 9 for up and down. Zero fires the lasers. The program comes with a little keyboard overlay to help you remember them, but before long the keys are memorised and then the overlay tends to get in the way rather than help.

The bottom third of the TV display is your instrument panel. To the left is the long range scanner which shows all 18 sectors. Alien ships are marked as a short line, and a planet where you can have repairs done is shown as a cross. The display is very small indeed, and some people with ropey TVs (or eyesight!) may have some difficulty. In the centre of the console display is the message system which flashes up details about damage sustained and other information as the game progresses. To the right is the target computer display, which consists of four horizontal lines each with a marker on it and is only active when there are enemy ships in the area. The first two lines are the vertical and horizontal tracking indicators and when you have steered Void-Runner 1 so that the markers are in the middle you are right behind the baddie. The third indicator gives the closing speed and the fourth, the distance between you and the target. The enemy are scattered randomly within the sector, and you can have quite a long wait before they appear on the upper display.

Set the controls...

The last console instruments are the status indicators for shields, weapons, engines etc. They start off green and go steadily darker as the systems are damaged, until they turn blue which means that that function is knocked out. When you take a hit, the damage seems to be allocated randomly to one of the various systems, so if you're unlucky all the damage may be done to just one system, and if it takes another hit after the indicator has turned blue, your ship is destroyed.

The rest of the control keys are as follows — 1 to 5 control your warp speed, and you can tell when you go faster because the stars rush by, and the engines, which make a constant hissing sound, go to a higher pitch. To jump to a different sector, you press 'L' until the flashing indicator on the long range scanner is over the sector you require, and then press 'J'. You then make your jump accompanied by some impressive sound and visual effects. To carry out repairs you have to jump to a sector with a planet and knock out any aliens. Then pressing 'P' causes a landing, also accompanied by very ingenious graphics. All your systems are then restored to green status, however this does result in the unfortunate planet's destruction. Perhaps they would have been better off under the Squarm! 'H' suspends the game and 'S' restarts it, and Shift Space aborts the current run.

The game progresses by knocking out as many aliens as possible, finding the Time-Gates, stepping back through time to year zero, then finding the Squarm home planet and firing your Meson Ram to destroy it. The game can be played on 5 levels, and at the higher levels the time steps get smaller and as each earlier galaxy has more and more aliens, the game gets progressively harder.

Is that all!!

The biggest fault with Time-Gate is undoubtedly the scoring system. Several times I battled my way through hordes of aliens, eventually to destroy the Squarm home base, to find I had scored between 10 and 40 points! I queried this with Quicksilva, and they said that the score is based more on your skill factor, ie how quickly and efficiently you knock out the aliens rather than how many. I was told that the best tactics were to stay at warp 1 (the slowest) while in a sector chasing and fighting aliens, only using warp 5 for the jump to the next sector, and putting off repairs for as long as possible.

The program comes in two 34K parts. The first gives you the scenario and rules, and goes through the cockpit display and function keys. The program has provision for the use of a Kempston joystick, and has information about how to link in other makes. The second lot of 34K is the program proper. The documentation is rather lacking — you have to note down the control keys yourself, no information is given about scoring, and nowhere is it mentioned that you can LOAD the second part (the game proper) without going through the instructions. Still, graphics are what arcade games are all about, and Time-Gate certainly has great graphics. At £6.95 (48K Spectrum only), another winner for Quicksilva.

Time-gate is available from Quicksilva, 92 Northam Road, Southampton, Hants SO2 0PB.

Adding interest to your programs — part one

In this two-part feature, Tim Hartnell describes the genesis of a simple idea for a program through to a full-blown, arcade-style game on your ZX Spectrum.

Once you've been using your Spectrum for a while, you may find that while it is relatively easy to get some sort of program up and running, it is not so simple to turn that program into something you'd be proud to show your friends. In this article (to be continued in the next issue of *ZX Computing*), I'll explain how a simple framework can be 'dressed up' with sound, colour and user defined graphics.

Out for a duck

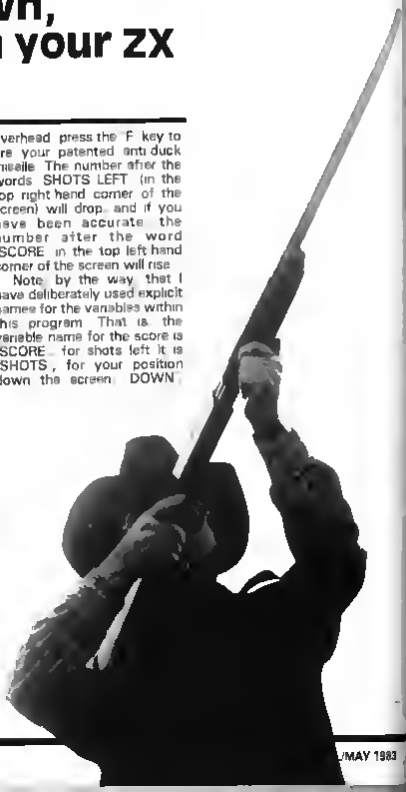
We're going to take a simple program — Duck shoot — and gradually elaborate it, showing how adding things such as sound and colour, border flashes and user-defined graphics can add a great deal of interest to your programs. At the end of this two part feature I'll give you four more suggestions to apply if you wish to keep improving and elaborating the program I am going outline.

The program we're going to use as the core of our development work is a fairly standard 'Duck shoot' listing in which little objects fly across the screen, and you have to try and shoot them down. In the first version of the program, the little objects are letters chosen at random and you are the letter 'X'. You fire at the 'ducks' by pressing the 'F' key and you move yourself left using the '5' key and right using the '8' key (moving in the direction of the arrows on those keys).

Although there is no time limit on this program (so you don't have to shoot the ducks in a specified time) there is a limit on the number of shots you can fire. In all the versions of this game in this part of the article you'll see the program starts with a limit of 15 shots. In the last, most complex version you will have 50 shots. The number of shots is deliberately kept low in the first version, so you are not able to get a high score just by leaving your finger on the 'F' key and waiting for the ducks to fly into the line of fire. Look now at Program 1. Type it carefully into your Spectrum and type RUN, then press Enter and you should get the game underway.

You'll see the letters which are held in A$ (see line 40) moving across near the top of the screen. You (the 'X') will be in about the middle of the screen when the program starts. You can, as I mentioned a few moments ago, move yourself back and forth using the '5' and '8' keys to get yourself into the position which you think gives you the best possible chance. When you judge a 'duck' is directly overhead, press the 'F' key to fire your patented anti duck missile. The number after the words 'SHOTS LEFT' (in the top right hand corner of the screen) will drop, and if you have been accurate, the number after the word 'SCORE' in the top left hand corner of the screen will rise.

Note, by the way, that I have deliberately used explicit names for the variables within this program. That is, the variable name for the score is 'SCORE', for shots left it is 'SHOTS', for your position down the screen, 'DOWN',



and for your position across the screen the variable name is ACROSS. Even though it takes a little longer to type long variable names into a program and (of course) they use up more memory than do shorter names, running out of memory is rarely a problem on the ZX Spectrum and the advantages of using explicit names to keep the purpose of various parts of the listing clear way outweighs the extra time it takes to type them in. If, for example, you were writing a program like this and you decided that it would be better if the X was printed slightly further down the screen you would not have to search through the program to work out which variable held your down co-ordinate. If you have used explicit names as in this case you would find it very easy to locate the variable you were looking for.

Disappearing ducks?

RUN the program a few times, then return to this magazine for the first part of our discussion on it. Note the Caps Lock must be engaged as INKEY$ is searching for an input of a capital 'F' to fire.

Line 40 defines the string variable A$ as a long series of letters and spaces. The letters can be anything you like (don't feel you need to copy mine). The important thing, however, is that the string is 32 characters long. You can check this by RUNning the program briefly, stopping it with Break, then typing in as a direct command:

PRINT LEN A$

(you'll find LEN in green above the K key, and — as you know — you get the words above the keys by pressing down both Caps Shift and Symbol Shift at once, then touching the key). If your string is the correct length, PRINT LEN A$, followed by Enter will give you the answer 32.

The appearance of movement which is given to the ducks is created by one of Sinclair BASIC's string-handling commands, which allow for a technique called slicing. The vital line for the movement is line 130, which resets A$ equal to all of the string without its first character — that is LET A$ = A$(2 TO) — and then adds to the very end of it the character of the string which was at the beginning, A$(1). The string is reprinted, over and over again, as the program RUNs by line 70) in the same position at 7,0 (eight lines down and starting hard in the left hand margin). Because the string is in effect being shifted along one character at a time before it is re-printed, the elements in the string appear to move smoothly along. Using strings in this way is one of the simplest ways there is to create smoothly moving graphics on the Spectrum.

The string handling also makes it very simple to cause the shot duck to disappear from the sky. As the string is 32 characters long, each character slot can be referred to by following A$ with a number in brackets. That is, A$(1) is the first element of the string, A$(2) is the second one, and so on, until A$(32) is the very last spot within the string.

Look at line 90. When the computer comes across an IF/THEN statement it checks to see if it finds that it is *not* true, then it moves along to the next line in the program, without bothering to carry out any further instructions which may be on the same line. If the computer finds, at the start of line 90, that INKEY$ does not equal F (that is you are not pressing the F key) then it proceeds to line 100, missing all the information and instructions which follow the IF INKEY$ = "F" line. If however, you *are* pressing F when the Spectrum gets to line 90, it continues working through the line and decrements the variable SHOTS by one. Then it hits another IF/THEN condition, which makes use of the ability of the Sinclair BASIC to isolate any element of a string instantly. It looks as A$(ACROSS). The 'X' which is you is printed at ACROSS (actually as you see in line 80, a three-element string with a space either side of the 'X') is printed at ACROSS minus one, which has the effect of printing the 'X' at the position referred to by the variable ACROSS, so A$(ACROSS) lies directly above you.

If line 90 discovers that A$(ACROSS) is anything but a space, you have hit a duck, so the computer continues working through the line. The variable SCORE, is incremented by 57, and finally in line 90 that element of A$ is set to a blank, so the duck disappears.

Now all this takes some time to explain, but you'll find the computer does it apparently instantaneously. You press 'F', the score increases by 57 (if you're a good shot), the number of shots left drops by one, and the duck disappears. You'll see (line 110) that the program continues until you run out of shots, the game then terminates. Take a note of your score at this point, and see if you can beat it in subsequent runs.

'A l'orange?

Once you have this program running to your satisfaction, and you have a pretty good idea of how it works, modify it to read like Program 2. (You do not have to NEW the computer). Just compare the program you have in your Spectrum, line by line, with the listing of Program 2 and make any changes you need to (adding a complete new line 15, and modifying certain others).

When you RUN this you'll see an immediate and quite striking improvement. Colour certainly adds a lot to any program on the Spectrum. Line 15 sets the PAPER (that is the background) colour to white (PAPER colour 7), turns the BRIGHT control (which affects in this case the entire screen) clears the screen so that the PAPER and BRIGHT are activated (you could not see them over all the screen unless you had included the CLS command), and finally sets the INK colour (the colour in which the computer prints on the PAPER) to red (INK colour 2).

Even if we did not take the program any further, we would still have a significant improvement on the first version. You would have the score, shots left, ducks and the 'X' all printed in red on a bright white background, which is far more interesting than just plain old black and white.

However we went to add two more commands to the program which will alter the display for the better. These are in lines 70 and 100. In line 70, the INK RND*6 is used to choose a colour at random between black and yellow, so that each time A$ (the ducks) is reprinted it will occur in a different colour! As you'll see when the program is RUNning, the change occurs so rapidly the ducks appear to shimmer. Though it takes the Spectrum an appreciable number of nanoseconds to generate a random number, the effect on the speed of the program appears to be nil. (You are probably aware that in moving graphics programs everything you get the computer to do — from making an IF/THEN decision, adding two numbers together, or raising one to the power of the other, to generating a random number — takes time, and the more you get the computer to do before each subsequent frame of a moving graphics program is printed, the more slowly the graphics will move, and the more jerky they will appear.)

The last change we've made is in line 100, where FLASH is used to make sure the actual number of the score and the number of shots left flash off and on, but the rest of the line does not. This is why there are so many FLASH 0 and FLASH 1 commands in that line. Leave any one of them out and the effect is ruined, as you can easily see by deleting one of them and re-RUNning the program.

Looping the loop

Apart from the colour changes we've discussed, the program is the same as the first listing. However, you can see that the few changes we have introduced have improved it considerably. We'll now continue with the improvements by adding some sound, and getting the BORDER (the area around the picture, or PAPER, area) to flash when a duck is shot.

Enter Program 3. RUN it to decimate a few flocks of ducks, then return to the magazine for a discussion on the program.

The new lines are 25 and 35 which use the BEEP command to create two loops of sound before the program gets underway. As you know, the BEEP command has two parameters (and parameters are the numbers, or 'arguments' which follow a command to set its limits). The first number after BEEP defines the duration of the sound, and the second one its pitch.

Line 25 is a loop using G' as the control variable. The loop runs from one to 20 and each value of G is used in the second part of line 25 to create a tone which — because G is increasing — rises rapidly. The duration parameter is set at .008 which is about the shortest sound I've found can be heard clearly. Line 35 produces another loop this time counting downwards. You'll discover that different STEP sizes produce quite different types of loop effects and you may well wish to change the STEP size in both this line and in line 25.

These two loops however are little more than window dressing designed to produce a good starting effect. The other BEEPs used by contrast are related to other things happening within the program when it is RUNning. You'll see that a BEEP line has been added at the end of line 70. This takes the CODE (the number which the computer uses to refer to the character being printed so PRINT CHR$ 65 produces the letter 'A' whose CODE is 65) of the *first element* of the string A$ (that is the element which is the furthest to the left) and creates a tone from this. The effect of this is to produce a short beep just before a duck disappears off the screen to the left.

You'll see another BEEP command at the end of line 80. This one is sounded every time the program cycles and because as the variable ACROSS gets bigger the pitch of the note gets higher you'll find that moving your 'X' across the screen to the right will produce a constantly higher tone; moving it to the left will lower the tone.

Trigger happy

Perhaps the most interesting sounds are in line 90. Firstly you get a BEEP, which is related to the number of shots you have left: every time you touch 'F', whether you hit anything or not RUN the program and hold your finger on 'F' — you'll hear the tone steadily decrease till the THAT'S THE END OF THE GAME message appears.

The next part of line 90 as you know checks to see if your shot has hit anything (that is it checks to see if that particular element of the string A$ is *not* equal to a space) and if it finds that it is not a space (that is that a duck is there and had just that instant been shot) the computer — as well as increasing your score by 57 — BEEPs again, with a tone which although different to the first one in the line, is related to the number of shots left. This means that if you have a successful shot you'll hear first the tone (which falls with each shot fired) from the first part of line 90 followed by a tone (which rises as the SHOTS variable is decremented) which signals that a duck has been shot. And if you're not quick in taking your finger off the trigger you'll hear a third one or even more.

The final part of line 90, which changes the BORDER colour four times is — of course — only triggered if you've downed a duck. It has the effect of the BORDER flashing very quickly in randomly chosen colours then reverting to white. The delay caused by including this flash is very short and gives good visual feedback to back up the feedback from the BEEP to tell you that you've bagged another duck.

What's for seconds?

In the second part of this feature I will be introducing the concept of the user defined graphic and how to simply incorporate them into your programs.

I will be introducing two new and updated versions of the Duck shoot program which will include user defined graphics as well as more than one line of ducks! Join me next issue.

Program 1

```
  10 REM DUCK SHOOT
  20 LET SCORE=0
  30 LET SHOTS=15
  40 LET A$="ZA6  DK SL DF G
FD FGG   G   "
  50 LET ACROSS=15
  60 LET DOWN=14
  70 PRINT AT 7,0,A$
  80 PRINT AT DOWN,ACROSS-1," X
"
  90 IF INKEY$="F" THEN LET SHOT
S=SHOTS-1   IF A$(ACROSS)<>" " TH
EN LET SCORE=SCORE+57   LET A$(AC
ROSS)=" "
 100 PRINT AT 0,0,"SCORE: ",SCOR
E," SHOTS LEFT  ",SHOTS,"  "
 110 IF SHOTS<1 THEN PRINT AT 10
,0,"    THAT'S THE END OF THE GAM
E"   STOP
 120 LET ACROSS=ACROSS+(INKEY$="
8")-(INKEY$="5")
 130 LET A$=A$(2 TO )+A$(1)
 140 GO TO 70
```

Program 2

```
  10 REM DUCK SHOOT
  15 PAPER 7  BRIGHT 1. CLS : IN
K 2
  20 LET SCORE=0
  30 LET SHOTS=15
  40 LET A$="ZA6  DK SL DF G
FD FGG   G
  50 LET ACROSS=15
  60 LET DOWN=14
  70 PRINT AT 7,0, INK RND*6,A$
  80 PRINT AT DOWN,ACROSS-1, INK
 2," X "
  90 IF INKEY$="F" THEN LET SHOT
S=SHOTS-1   IF A$(ACROSS)<>" " TH
EN LET SCORE=SCORE+57.  LET A$(AC
ROSS)=" "
 100 PRINT AT 0,0, INVERSE 1,"SC
ORE  ", FLASH 1,SCORE, FLASH 0,"
SHOTS LEFT  ", FLASH 1,SHOTS, FL
ASH 0,"  "
 110 IF SHOTS<1 THEN PRINT AT 10
,0,"    THAT'S THE END OF THE GAM
E"   STOP
 120 LET ACROSS=ACROSS+(INKEY$="
8")-(INKEY$="5")
 130 LET A$=A$(2 TO )+A$(1)
 140 GO TO 70
```

Program 3

```
  10 REM DUCK SHOOT
  15 PAPER 7  BRIGHT 1  CLS   IN
K 2
  20 LET SCORE=0
  25 FOR G=1 TO 20  BEEP .008,G
 NEXT G
  30 LET SHOTS=15
  35 FOR G=50 TO 20 STEP -2  BEE
P .008,G  NEXT G
  40 LET A$="ZA6  DK SL DF G
FD FGG   G   "
  50 LET ACROSS=15
  60 LET DOWN=14
  70 PRINT AT 7,0, INK RND*6,A$
 BEEP .008,(CODE A$)/2
  80 PRINT AT DOWN,ACROSS-1, INK
 2," X "  BEEP .008,ACROSS
  90 IF INKEY$="F" THEN LET SHOT
S=SHOTS-1  BEEP .05,3*SHOTS  IF
A$(ACROSS)<>" " THEN LET SCORE=S
CORE+57  BEEP .05,50-SHOTS  LET
A$(ACROSS)=" "  BORDER RND*7  BO
RDER RND*7  BORDER RND*7  BORDER
 7
 100 PRINT AT 0,0, INVERSE 1,"SC
ORE  ", FLASH 1,SCORE, FLASH 0,"
SHOTS LEFT  ", FLASH 1,SHOTS, FL
ASH 0,"  "
 110 IF SHOTS<1 THEN PRINT AT 10
,0,"    THAT'S THE END OF THE GAM
E"   STOP
 120 LET ACROSS=ACROSS+(INKEY$="
8")-(INKEY$="5")
 130 LET A$=A$(2 TO )+A$(1)
 140 GO TO 70
```

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Spectramon — part one

Simon Goodwin of Hereford unveils an excellent program for the 48K Spectrum.

SEL 'BRS' OCT/NOV 82

If you've ever wondered how your ZX Spectrum works Spectramon (the Spectrum monitor) will make it easy for you to find out This program will print or display the contents of ROM or RAM in numeric character or assembly language form Addresses may be entered in decimal or hexadecimal and the user may select the base used for output

Spectremon will run on a 48K Spectrum with or without a printer The disassembler option has been written with the failings of ZX80 and ZX81 programs in mind — unlike other published listings it will handle all 694 standard Z80 instruction codes using the standard mnemonic names and formats devised by Zilog the firm which designed the Z80 processor used in the Spectrum

Z80 instructions

The Z80 instruction set is the most complicated of any 8 bit microcomputer The Z80 processor was designed by a group of people who left Intel the firm which makes the 8080 processor, to set up Zilog The Z80 will execute any of the instructions of an 8080 plus a large number of extra ones tacked on by Zilog This approach meant that programs written to run on an 8080 would also run on a Z80 without changes New programs could then be written using the added facilities of the Z80 That was how many early Z80 programs were produced The BASIC interpreter used on the TRS 80 for instance is substantially an 8080 program even though the TRS 80 has a Z80 processor Only the display and keyboard routines contain Z80 instructions since they were the last to be written

Sinclair BASIC is written using the full features of the Z80 processor Zilog added instructions to handle fast moving and searching of tables in memory extra registers (internal storage) and instructions to increase the number of things that could be done with the original 8080 registers They wanted to more than double the number of possible instructions, but there was a problem — Intel had decided to use a single byte (8 bits) to store the instruction numbers for the 8080 and most of the 256 possible numbers were already in use

Zilog got around this by giving four instruction numbers special meanings — instructions with one of those numbers would carry out a certain class of operation and the next byte would explain the operation required in detail In theory that gave Zilog plenty of possible numbers — 252 (using the remaining one byte values) plus 1,024 (4 * 256) if they were to use all of the possible two byte instructions In practice, they only used 694 of the 1 278 possibilities but that's still a very large number of instructions for an 8 bit computer!

If you consult Fig 5 you will see the standard Z80 mnemonics listed The prefix byte 203 is used to generate add on instructions for bitwise operations — instructions which manipulate or test binary digits The prefix byte 221 indicates that the next instruction is an 8080 one which would use register pair HL but must now use register IX instead Likewise the prefix 253 indicates that IY should replace HL in the next instruction If HL was in brackets in the old 8080 instruction (as in LD a (HL)) then the Z80 version allows an offset to be applied to IX or IY before use — this is specified in an extra byte after the end of the 8080 instruction Finally the prefix 237 is used to indicate that the instruction following is one of a group of miscellaneous Z80 add-ons

Monitoring the situation

If all this sounds very complicated you've probably realised why a monitor is a useful program — Spectramon will automatically convert sequences like 'EDH 78H 3DH 5CH' into the mnemonic, LD SP (23613) The EDH told Spectremon that it was a miscellaneous Z80 add-on instruction (EDH is 237 decimal) The 78H corresponds to LD SP (some address) and the 3DH 5CH corresponds to the value 23613 To check that, convert 3DH and 5CH to decimal then add the first result to the second (multiplied by 256) It's an awful lot simpler to let the computer puzzle that out than it is to work it out for every instruction by hand

Of course, you may think that LD SP (23613) is just as baffling as EDH 78H 3DH 5CH — in which case you'll have to learn a little about Z80 machine code before Spectramon becomes useful to you Before you can investigate the ROM of a computer you do need to understand the computer language in which it was written — assembler, in most cases LD SP, (23613) is an assembler (or assembly language or machine code) command If

you don't understand assembler, please don't throw this article away! It will take you no longer to learn assembler than it did to learn BASIC (it should be just as much fun too) and you can come back to Spectramon when you know more.

In fact the instruction LD SP, (23613) has a very simple purpose — it tells the computer to put the number in address 23613 into the register called SP. If you consult the Spectrum manual you will find out that 23613 is the address of item on machine stack to be used as error return, which tells you that the instruction is part of the ROM error handler. Using a disassembled listing and the table of System variables in chapter 25 of the manual you can trace your way through the ROM finding out what each section does.

Using the program

Spectramon takes about 15 seconds to set itself up when first RUN. During this time, it is building a table of instruction codes for the disassembler, and once that is complete the menu of commands will appear. Figure 1 shows this display.

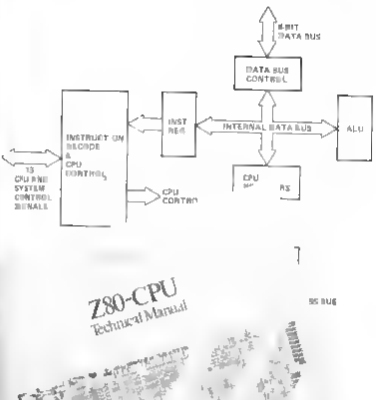
To quit from the monitor type Q, followed by Enter. This returns you to ZX BASIC. If you wish to disassemble a program in RAM or ROM, then you should type D, followed immediately by the address at which you want to start. Addresses may be entered to Spectramon in decimal or Hex — if you want to disassemble from address 126 (decimal), you could type D126 or D007EH or D7EH — leading zeros are optional — and if you enter more than four Hex digits, only the last four will be con-

```
COMMANDS

Q Return to ZX BASIC.

D<address> Disassemble Program.

N<address> Numeric dump memory

A<address> ASCII mem. display.

P Printer option (now ON)

G Base Selection (now HEX)
```

Fig 1 The various options offered by Spectramon

```
007E 21D0FE     LD    HL,FED0H
0081 0D         DEC   C
0082 C8         RET   Z
0083 FE10       CP    10H
0085 D8         RET   C
0086 FE16       CP    16H
0088 3F         CCF
0089 D8         RET   C
008A 23         INC   HL
008B FE15       CP    15H
008D 3001       JR    C,0090H
008F 23         INC   HL
0090 37         SCF
0091 225D5C     LD    (5C5DH),HL
0094 C9         RET
0095 8F         CP    A
0096 52         LD    D,D
0097 4E         LD    C,(HL)
0098 C4494E     CALL  NZ,4E49H
009B 46         LD    C,E
009C 45         LD    B,L
```

Fig 2 The first screenfull of data you get should you type in D126




```
0096H   52 4E C4 49 4E 4C 45 59
009EH   A4 50 C9 46 CE 50 4F 49
00A6H   4E D4 53 43 52 45 45 4E
00AEH   A4 41 54 54 D2 41 D4 54
00B6H   41 C2 56 41 4C A4 43 4F
00BEH   44 C5 55 41 CF 4C 45 CE
00C6H   53 49 CE 43 4F D3 54 41
00CEH   CE 41 53 CE 41 43 D2 41
00D6H   54 CE 4C CE 45 58 D0 49
00DEH   4E D4 53 51 D2 53 47 CE
00E6H   41 42 D3 50 45 45 CB 49
00EEH   CE 55 53 D2 53 54 52 A4
00F6H   43 48 52 A4 4E 4F D4 42
00FEH   49 CE 4F D2 41 4E C4 3C
0106H   BD 3E BD 3C BE 4C 49 4E
010EH   C5 54 48 45 CE 54 CF 53
0116H   54 45 D0 44 45 46 20 46
011EH   CE 43 41 D4 46 4F 52 4D
0126H   41 D4 4D 4F 56 C5 48 52
012EH   41 53 C5 4F 50 45 4E 20
0136H   A3 43 4C 4F 53 45 20 A3
```

Fig 3 The first screenfull output to the printer from N150

```
0096H   RNDINKEY$PIFNPOI
00A6H   NTSCREEN$ATTRATT
00B6H   ABVAL$CODEVALLEN
00C6H   SINCOSTANASNACSA
00D6H   TNLNEXPINTSGNSGN
00E6H   ABSPEEKINUSRSTR$
00F6H   CHR$NOTSTNOBRND(
0106H   =)=(>LINETHENTOS
0116H   TEPDEF FNCATFORM
012EH   ATMOVERASEOPEN#
0136H   #CLOSE #MERGEVER
0146H   IFYBEEPCIRCLEINK
0156H   PAPERFLASHBRIGHT
0166H   INVERSEOVEROUTLP
0176H   RINTLLISTSTOPREA
0186H   DDATARESTORENEWB
0196H   ORDERCONTINUEDIM
01A6H   REMFORGO TOGO SU
01B6H   BINPUTLOADLISTLE
01C6H   TPAUSENEXTPOKEPR
01D6H   INTPLOTRUNSAVERA
```

Fig 4 The output from the first page of data from the command A150

sidered. If a meaningless address is typed (such as D DFF D123456 or D 1) then the command will be ignored.

The disassembler displays the contents of memory one screenfull (21 lines) at a time. Figure 2 shows a disassembly of the first screenfull of the Spectrum ROM. The left hand column shows the address of the instruction. It is followed on the same line by a hexadecimal representation of the instruction, and then the assembly language text. After 21 lines have been displayed, the prompt 'More? (Enter – No)' will appear. Press any alphabetic or numeric key and the listing will continue on a new screen. Press the Enter key to return to the menu.

After each line is displayed the program checks to see whether or not a key has been pressed. The Space key pauses the display, which will continue when any alphanumeric key is pressed. The Enter key causes disassembly to cease and the menu is displayed.

Magic numbers?

The third option allows display of the numeric contents of memory. Although the disassembler does this, it only lists between one and four bytes per line (depending upon the instruction). The N command allows eight bytes to be listed on each line of the display. A start address may be specified in Hex or decimal, just as for the D command.

The N command is useful for displaying the contents of tables used by a program or the ROM. Type 'N150' to see the Spectrum reserved word table. That is where ZX BASIC stores the spellings of words such as PRINT and RETURN. The words are stored in a modified version of ASCII code — the last letter of each word has 128 (80H) added to it, to make it easy for the ROM routine which displays words to find where each one starts and ends.

If you found the numeric representation of the BASIC words rather hard to follow, you can use the command A150 to display the reserved word table in character form. The command uses 7 bit ASCII values so that letters with 128 added to their code still print out correctly. To avoid changing colours or moving the cursor unexpectedly, the ASCII output routine displays control characters (those with a code less than 32) as full stops.

You can use the Space and Enter keys to control listings

Hex	Z80 Assembler	— after CB	— after ED	Hex	Z80 Assembler	— after CB	— after ED
00	nop	rlc b		4A	ld c,d	bit 1,d	adc hl,bc
01	ld bc,NN	rlc c		4B	ld c,e	bit 1,e	ld bc,(NN)
02	ld (bc),a	rlc d		4C	ld c,h	bit 1,h	
03	inc bc	rlc e		4D	ld c,l	bit 1,l	reti
04	inc b	rlc h		4E	ld c,(hl)	bit 1,(hl)	
05	dec b	rlc l		4F	ld c,a	bit 1,a	ld r,a
06	ld b,N	rlc (hl)		50	ld d,b	bit 2,b	in d,(c)
07	rlca	rlc a		51	ld d,c	bit 2,c	out (c),d
08	ex af,af'	rrc b		52	ld d,d	bit 2,d	sbc hl,de
09	add hl,bc	rrc c		53	ld d,e	bit 2,e	ld (NN),de
0A	ld a,(bc)	rrc d		54	ld d,h	bit 2,h	
0B	dec bc	rrc e		55	ld d,l	bit 2,l	
0C	inc c	rrc h		56	ld d,(hl)	bit 2,(hl)	im 1
0D	dec c	rrc l		57	ld d,a	bit 2,a	ld a,i
0E	ld c,N	rrc (hl)		58	ld e,b	bit 3,b	in e,(c)
0F	rrca	rrc a		59	ld e,c	bit 3,c	out (c),e
10	djnz DIS	rl b		5A	ld e,d	bit 3,d	adc hl,de
11	ld de,NN	rl c		5B	ld e,e	bit 3,e	ld de,(NN)
12	ld (de),a	rl d		5C	ld e,h	bit 3,h	
13	inc de	rl e		5D	ld e,l	bit 3,l	
14	inc d	rl h		5E	ld e,(hl)	bit 3,(hl)	im 2
15	dec d	rl l		5F	ld e,a	bit 3,a	ld a,r
16	ld d,N	rl (hl)		60	ld h,b	bit 4,b	in h,(c)
17	rla	rl a		61	ld h,c	bit 4,c	out (c),h
18	jr DIS	rr b		62	ld h,d	bit 4,d	sbc hl,hl
19	add hl,de	rr c		63	ld h,e	bit 4,e	ld (NN),hl
1A	ld a,(de)	rr d		64	ld h,h	bit 4,h	
1B	dec de	rr e		65	ld h,l	bit 4,l	
1C	inc e	rr h		66	ld h,(hl)	bit 4,(hl)	
1D	dec e	rr l		67	ld h,a	bit 4,a	rrd
1E	ld e,N	rr (hl)		68	ld l,b	bit 5,b	in l,(c)
1F	rra	rr a		69	ld l,c	bit 5,c	out (c),l
20	jr nz,DIS	sla b		6A	ld l,d	bit 5,d	adc hl,hl
21	ld hl,NN	sla c		6B	ld l,e	bit 5,e	ld hl,(NN)
22	ld (NN),hl	sla d		6C	ld l,h	bit 5,h	
23	inc hl	sla e		6D	ld l,l	bit 5,l	
24	inc h	sla h		6E	ld l,(hl)	bit 5,(hl)	
25	dec h	sla l		6F	ld l,a	bit 5,a	rld
26	ld h,N	sla (hl)		70	ld (hl),b	bit 6,b	in f,(c)
27	daa	sla a		71	ld (hl),c	bit 6,c	
28	jr z,DIS	sra b		72	ld (hl),d	bit 6,d	sbc hl,sp
29	add hl,hl	sra c		73	ld (hl),e	bit 6,e	ld (NN),sp
2A	ld hl,(NN)	sra d		74	ld (hl),h	bit 6,h	
2B	dec hl	sra e		75	ld (hl),l	bit 6,l	
2C	inc l	sra h		76	halt	bit 6,(hl)	
2D	dec l	sra l		77	ld (hl),a	bit 6,a	
2E	ld l,N	sra (hl)		78	ld a,b	bit 7,b	in a,(c)
2F	cpl	sra a		79	ld a,c	bit 7,c	out (c),a
30	jr nc,DIS			7A	ld a,d	bit 7,d	adc hl,sp
31	ld sp,NN			7B	ld a,e	bit 7,e	ld sp,(NN)
32	ld (NN),a			7C	ld a,h	bit 7,h	
33	inc sp			7D	ld a,l	bit 7,l	
34	inc (hl)			7E	ld a,(hl)	bit 7,(hl)	
35	dec (hl)			7F	ld a,a	bit 7,a	
36	ld (hl),N			80	add a,b	res 0,b	
37	scf			81	add a,c	res 0,c	
38	jr c,DIS	srl b		82	add a,d	res 0,d	
39	add hl,sp	srl c		83	add a,e	res 0,e	
3A	ld a,(NN)	srl d		84	add a,h	res 0,h	
3B	dec sp	srl e		85	add a,l	res 0,l	
3C	inc a	srl h		86	add a,(hl)	res 0,(hl)	
3D	dec a	srl l		87	add a,a	res 0,a	
3E	ld a,N	srl (hl)		88	adc a,b	res 1,b	
3F	ccf	srl a		89	adc a,c	res 1,c	
40	ld b,b	bit 0,b	in b,(c)	8A	adc a,d	res 1,d	
41	ld b,c	bit 0,c	out (c),b	8B	adc a,e	res 1,e	
42	ld b,d	bit 0,d	sbc hl,bc	8C	adc a,h	res 1,h	
43	ld b,e	bit 0,e	ld (NN),bc	8D	adc a,l	res 1,l	
44	ld b,h	bit 0,h	neg	8E	adc a,(hl)	res 1,(hl)	
45	ld b,l	bit 0,l	retn	8F	adc a,a	res 1,a	
46	ld b,(hl)	bit 0,(hl)	im 0	90	sub b	res 2,b	
47	ld b,a	bit 0,a	ld i,a	91	sub c	res 2,c	
48	ld c,b	bit 1,b	in c,(c)	92	sub d	res 2,d	
49	ld c,c	bit 1,c	out (c),c	93	sub e	res 2,e	

Hex	Z80 Assembler	— after CB	— after ED	Hex	Z80 Assembler	— after CB	— after ED
94	sub h	res 2 h		D0	ret nc	set 2 b	
95	sub l	res 2 l		D1	pop de	set 2 c	
96	sub (hl)	res 2 (hl)		D2	jp nc NN	set 2 d	
97	sub a	res 2 a		D3	out (N) a	set 2 e	
98	sbc a b	res 3 b		D4	call nc NN	set 2 h	
99	sbc a c	res 3 c		D5	push de	set 2 l	
9A	sbc a d	res 3 d		D6	sub N	set 2 (hl)	
9B	sbc a e	res 3 e		D7	rst 16	set 2 a	
9C	sbc a h	res 3 h		D8	ret c	set 3 b	
9D	sbc a l	res 3 l		D9	exx	set 3 c	
9E	sbc a (hl)	res 3 (hl)		DA	jp c NN	set 3 d	
9F	sbc a a	res 3 a		DB	in a (N)	set 3 e	
A0	and b	res 4 b	ld	DC	call c NN	set 3 h	
A1	and c	res 4 c	cp	DD	prefixes instructions using ix	set 3 l	
A2	and d	res 4 d	in				
A3	and e	res 4 e	outi	DE	sbc a N	set 3 (hl)	
A4	and h	res 4 h		DF	rst 24	set 3 a	
A5	and l	res 4 l		E0	ret po	set 4 b	
A6	and (hl)	res 4 (hl)		E1	pop hl	set 4 c	
A7	and a	res 4 a		E2	jp po NN	set 4 d	
A8	xor b	res 5 b	ldd	E3	ex (sp) hl	set 4 e	
A9	xor c	res 5 c	cpd	E4	call po NN	set 4 h	
AA	xor d	res 5 d	ind	E5	push hl	set 4 l	
AB	xor e	res 5 e	outd	E6	and N	set 4 (hl)	
AC	xor h	res 5 h		E7	rst 32	set 4 a	
AD	xor l	res 5 l		E8	ret pe	set 5 b	
AE	xor (hl)	res 5 (hl)		E9	jp (hl)	set 5 c	
AF	xor a	res 5 a		EA	jp pe NN	set 5 d	
B0	or b	res 6 b	ldir	EB	ex de hl	set 5 e	
B1	or c	res 6 c	cpir	EC	call pe NN	set 5 h	
B2	or d	res 6 d	inir	ED		set 5 l	
B3	or e	res 6 e	otir	EE	xor N	set 5 (hl)	
B4	or h	res 6 h		EF	rst 40	set 5 a	
B5	or l	res 6 l		F0	ret p	set 6 b	
B6	or (hl)	res 6 (hl)		F1	pop af	set 6 c	
B7	or a	res 6 a		F2	jp p NN	set 6 d	
B8	cp b	res 7 b	lddr	F3	di	set 6 e	
B9	cp c	res 7 c	cpdr	F4	call p NN	set 5 h	
BA	cp d	res 7 d	indr	F5	push af	set 6 l	
BB	cp e	res 7 e	otdr	F6	or N	set 6 (hl)	
BC	cp h	res 7 h		F7	rst 48	set 6 a	
BD	cp l	res 7 l		F8	ret m	set 7 b	
BE	cp (hl)	res 7 (hl)		F9	ld sp hl	set 7 c	
BF	cp a	res 7 a		FA	jp m NN	set 7 d	
C0	ret nz	set 0 b		FB	ei	set 7 e	
C1	pop bc	set 0 c		FC	call m NN	set 7 h	
C2	jp nz NN	set 0 d		FD	prefixes instructions using iy	set 7 l	
C3	jp NN	set 0 e					
C4	call nz NN	set 0 h		FE	cp N	set 7 (hl)	
C5	push bc	set 0 l		FF	rst 56	set 7 a	
C6	add a N	set 0 (hl)					
C7	rst 0	set 0 a					
C8	ret z	set 1 b					
C9	ret	set 1 c					
CA	jp z NN	set 1 d					
CB		set 1 e					
CC	call z NN	set 1 h					
CD	call NN	set 1 l					
CE	adc a N	set 1 (hl)					
CF	rst 8	set 1 a					

Fig 5 The complete Spectrum Hex codes with their corresponding assembly language mnemonics. As certain Z80 instructions are compounds starting with CBh or EDh the two right hand columns give these. These tables have been reprinted from Appendix A of the Sinclair Spectrum manual

output by commands N and A, just as you would for a disassembly. Every 21 lines the 'More? (Enter=No)' message will appear before a new screen is started.

The final two commands don't output anything themselves but they do change the output which the others generate. When you first RUN Spectramon the message 'P Printer option (Now ON)' appears. Type the command 'P' followed by Enter and the message will become 'P Printer option (Now ON)'. If you then display memory contents (using A, N or D) the information will be sent to the printer as well as the television. Once you've finished printing, press Enter to stop the display and then use the command P to switch the printer option off again.

Notice that the printer routine does not output any lines until an entire screen full has been generated. In fact it deliberately avoids using the LPRINT statement to send each line to the printer. Instead it uses COPY, the ZX BASIC command which sends all of the text on the screen to the printer. That's because it is almost twice as fast to build up a full screenfull of data and then print it using COPY than it is to use LPRINT for each line as it is generated.

The printer can't stop and start very quickly and consequently the LPRINT statement is much slower than COPY — the printer must rev up and slow down 21 times (once for each line) instead of just once. In fact, the printer always outputs the last line of a group at half speed to make sure that everything falls in the correct place when it stops. As far as it is concerned each LPRINT is the last line of a group (when there's less than 33 characters being printed).

Base choice

The final option allows the user to select the base in which numbers are output by the program. Sometimes it is useful to have numbers printed in decimal (for example when referring to addresses mentioned in the Spectrum manual) and sometimes hexadecimal is more convenient (when displaying address tables or working out jump offsets). Type the command 'B' to change the output base. When you first run Spectramon it will be Hex (hence the display 'B Base selection (Now = HEX)') but you can switch it to decimal with the B command. If you wish to re-select Hex output later you can toggle back by typing 'B' again.

If an unknown command is entered, Spectramon will ignore it. If it is called upon to show the contents of non-existent memory (past address 65535) it will display the message 'End of Memory'. If the end of memory is encountered while the program is half way through processing a line of numbers or ASCII characters, it will fill the rest of the line with zeros or spaces.

If you have to stop the monitor for any reason by typing Break (perhaps because your desk has melted from under the computer or the ZX printer is strangling itself) you can re-start Spectramon by entering GO TO 200 after the panic is over. So long as you've not typed LOAD, CLEAR or NEW in the meantime, the menu will appear immediately (without the 15 second wait for table set-up) and the current base (Hex or decimal) will be preserved.

The next byte . . .

The second part of this article, complete with program listing for Spectramon, will be published in the June/July issue of *ZX Computing*. In the meantime, if you can't wait to try out Spectramon for yourself, a tape of the program is now available from ASP Software priced at £5.99. For more details, check out the advertisement elsewhere in this issue.

On target

Fifteen year old Timothy Parnell of Ipswich has contributed two great programs for the unexpanded ZX81.

Target

When RUN this program displays a target and a randomly placed star near the centre of the screen. You must then, using the N key to move left and the M key to move right, position the target so that the star is in the middle of it. Pressing the X key will then fire at the star.

Confirmation of a hit on the star is given by the star turning to inverse video. The program ends if you fail to hit a star.

You set the difficulty of the game yourself at the beginning of the game: if you input a value below 15 the game is very hard indeed! The difficulty is calculated in the FOR TO loop in line 50.

Missile launcher

In this program, you control a ground based missile launcher with which you can fire missiles at oncoming alien attackers.

You can move your missile launcher using the N key to go right and the M key to go left. The Z key is used to launch the missile. You can cheat by holding the Z key down all the time as you move, but this will show up at the end of the game when the number of shots you took is displayed.

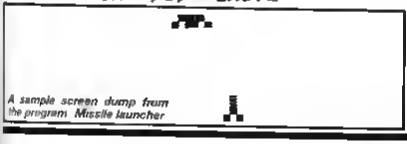
The game can be altered so that the missile rises at a faster rate. This is done by changing line 150 to read

```
150  IF B<=19 THEN LET
     B=B-2
```

If you make this change, you should also alter line 70 to read

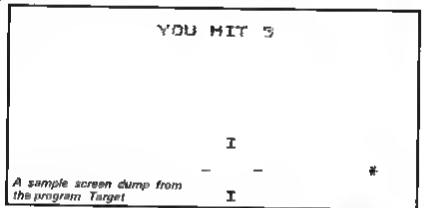
```
70   IF B<=0 THEN LET
     B=20
```

```
  5 LET S=0
 10 LET X=15
 20 LET Z=0
 30 LET Y=0
 40 LET B=20
 50 PRINT AT 8,X,"▟"
 68 PRINT AT 8+1,X,"▗▚▖"
 70 IF B=0 THEN LET B=20
 80 PRINT AT Y,I-1,"▜▛"
 90 LET Z=I+1
100 IF Z=31 THEN LET Y=Y+5
110 IF Z=31 THEN LET Z=0
120 IF INKEY$="N" THEN LET X=X-
1
130 IF INKEY$="M" THEN LET X=X+
1
140 IF INKEY$="Z" THEN LET B=19
145 IF INKEY$="Z" THEN LET S=S+
1
150 IF B<=19 THEN LET B=B-1
160 IF Y=20 AND I=X THEN GOTO 2
90
170 IF X=Z AND B+1=Y THEN GOTO
300
180 CLS
190 GOTO 50
200 PRINT AT 10,8,"ALIENS HAVE
LANDED"
298 STOP
300 PRINT AT 18,8,"  YOU HIT TH
E ALIEN IN ";S;" SHOTS"
```



A sample screen dump from the program Missile launcher

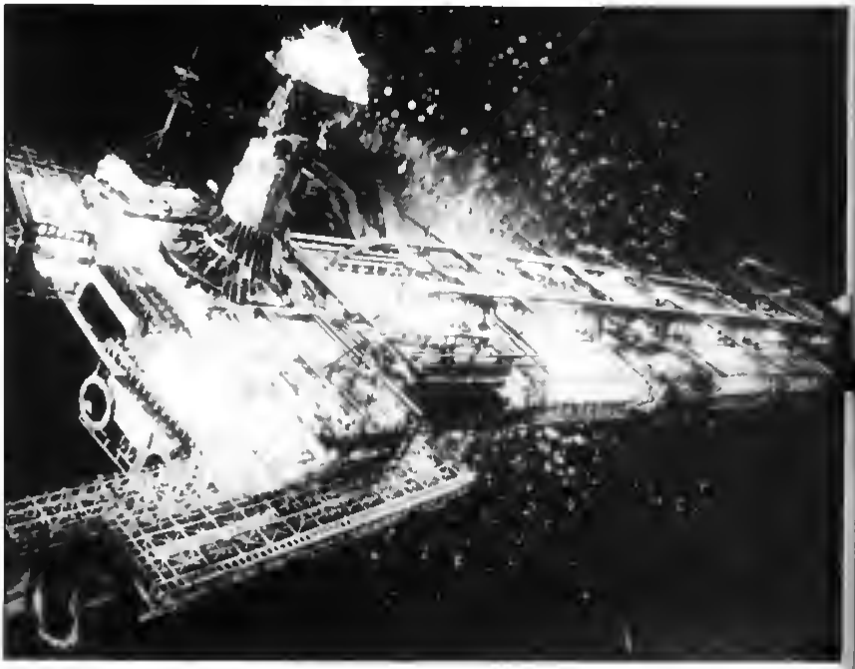
```
  5 PRINT "INPUT DIFFICULTY"
  6 INPUT D
  7 CLS
 10 LET S=0
 20 LET X=18
 30 LET Y=10
 40 LET V=INT (RND*28)
 50 FOR T=1 TO D
 60 PRINT AT X,Y," I ",AT X+4,Y
," I ",AT X+2,Y+2," - ",AT X+2,Y
-2," - "
 100 LET Y=Y+(INKEY$="M")-(INKEY
$="N")
 120 IF INKEY$="X" AND Y+2=V+1 T
HEN GOTO 160
 130 PRINT AT 12,V,"*"
 140 NEXT T
 150 PRINT AT 0,10,"YOU HIT ",S
 155 STOP
 160 PRINT AT 12,V,"▟"
 170 LET S=S+1
 180 PAUSE 50
 185 CLS
 190 GOTO 20
```



A sample screen dump from the program Target

Asteroids ahead

Steer your spacecraft clear of the asteriods in this exciting game from Mr Bish of Exeter.



There you are a lonely spaceship floating through space when suddenly your peace is shattered by a swarm of esteroids bearing down on you at a great rate of knots. You can manoeuver your craft left using the 'S' key or right with the 'B' key. You also possess an energy field which you can use to deflect asteroids you cannot avoid but beware of running out of energy — the energy field has only a limited strength and a short range.

User defined graphics have been used in this program for the asteroids, the energy screen the spacecraft and the explosions. They are set during the initial display, thus not causing an embarrassing pause during the game.

Logic lines have been used within the program. The most well known example of these are present in line 50 but you may like to study the less popular conditional GOTO used in line 405. Also, the use of ATTR to detect the presence of a white asteroid in the path of the yellow spacecraft should be noted. SCREEN $ (x y) would not work with user defined graphics.

Line 460 which goes to itself is used to prevent a STOP message from spoiling the appearance of the screen. Press the Break key to stop the vicious circle.

It should also be noted that the capital letters within quotes in lines 62 100 and 400 are user defined graphics and as such should be entered in Graphics mode.

The program is also equipped with a routine to give your score and the best score achieved and there is also a best ever score with the initials of the player who managed to build up that score. To operate the best ever score option enter

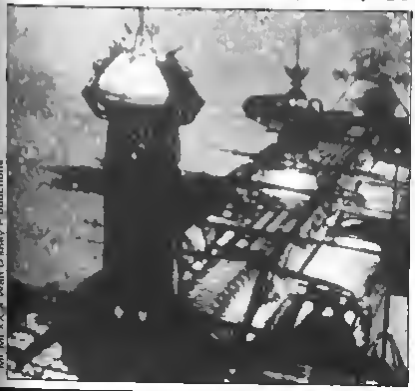
LET e = 0

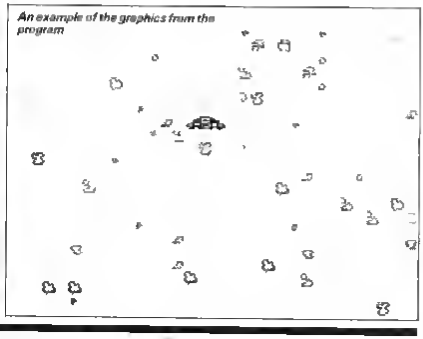
as a command, and then SAVE using

GOTO 430

The program when LOADed will GOTO line 1 and execute itself complete with variables.

```
  1 BORDER 1  PAPER 1  CLS   IN
K 7  PRINT AT 0,8, FLASH 1,"ASTE
ROIDS AHEAD!"  PAUSE 100  PRINT
FLASH 0,"'"  Steer your spacecraf
t through   the swarm of asteroi
ds""'Press 5 for Left or 8 for
Right.""'Press 0 to activate yo
ur craft'sEnergy Screen to destr
oy   asteroids you cannot a
void"   But BEWARE - the Screen
has onlys short range and you ha
ve only 8 energy units left'
your craft will disintegrate
after 5 hits (wings=1,body=2)"
    HOW LONG CAN YOU SURVIVE?'
GO SUB 9000  PRINT '          Pre
ss 8 to start   PAUSE 0  LET b=0
 10 INK 0   CLS   LET t=0  LET p
=5  LET l=15  LET l1=l  LET f=6
 50 POKE 23692,255  LET l=l+(IN
KEY$="8" AND l<29)-(INKEY$="5" A
ND l>0)  IF INKEY$="0" THEN LET
f=f-1  IF f>0 THEN PRINT AT 0,l,
 INK 6,"PQR"   GO TO 64
 62 IF INKEY$="0" THEN LET f=f-
1  IF f>0 THEN PRINT AT 0,l,  INK
6,"PQR"
 64 IF ATTR (0,l+2)=15 OR ATTR
(0,l)=15 THEN LET p=p-1
 66 IF ATTR (8,l+1)=15 THEN LET
p=p-2
 67 IF p<1 THEN GO TO 400
 100 PRINT AT 7,l1,"   ",AT 21,l
1,"   PRINT   PRINT AT 7,l,  INK
6, 5", INVERSE 1,p, INVERSE 0,"T
   LET t=t+1   LET l1=l  PRINT AT
21,RND*31, INK 7,CHR$ (RND*11+1
44),AT 21,RND*31,CHR$ (RND*11+14
4)   GO TO 50
 400 FOR n=1 TO 3  PRINT AT 6,l1
,   ,AT 7,l1   INK 2,"M",AT 8
,l1,   PAUSE 2  PRINT AT 6,l
1  INK 6,"OQU",AT 7,l1,"N ",AT
8,l1,"PQR"   PAUSE 2   NEXT n   FOR
n=6 TO 8   PRINT AT n,l1,"   "
NEXT n
 402 CLS   IF b<t-13 THEN LET b=
t-13
 403 INK 7   IF e<b THEN LET e=b
PRINT AT 6,0,"You have beaten t
he best ever   score. Enter the
HALL OF FAME"   Press the two le
tters of your   initials'  LET n
$=""  FOR n=1 TO 2   PAUSE 0  LET
n$=n$+INKEY$+"."   NEXT n   CLS
 405 PRINT ,"   Score=",t-13,"Be
st Score=",b'"   Best ever Scor
e=",   PRINT FLASH 1,e,"by ",n$
''   FOR n=1 TO 150   NEXT n   PRIN
T FLASH 0,"   Press p to play ag
ain'"   ,"   s   to save
   f to finish"   PAUSE 0   GO
TO (5 AND INKEY$="p")+(430 AND I
NKEY$="s")+(450 AND INKEY$="f")
 430 SAVE  asteroids" LINE 1
 450 PRINT '          Thank you for
playing.   'Bye'
 460 GO TO 460
9020 RESTORE 9070  FOR @=1 TO 21
9030 READ p$
9040 FOR n=0 TO 7
9050 READ a   POKE USR p$+n,a
9060 NEXT n   NEXT @   RETURN
9065 BORDER 1   PAPER 1   CLS   IN
K 7   GO TO 2
9070 DATA "a",62,33,255,129,129,
65,37,2E
9080 DATA "b",112,148,138,65,123
 129,94,32
9090 DATA "c",0,0,24,36,36,56,0,
3
9100 DATA "d",0,0,48,40,48,32,0,
0
9110 DATA "e",0,24,40,40,16,0,0,
0
9120 DATA "f",112,138,136,68,40,
48,0,0
9130 DATA "g",0,0,0,56,44,16,0,0
9140 DATA "h",0,0,30,18,34,84,23
2,0
9150 DATA "i",94,177,130,228,34,
65,EE,E0
9160 DATA "j",0,62,65,66,34,17,1
4,0
9170 DATA "k",96,144,144,116,10,
43,65,126
9180 DATA "l",62,65,242,0,247,13
6,144,3E
9190 DATA "m",145,82,16,7,244,0,
74,137
9200 DATA "n",100,24,192,0,222,0
,54,10E
9210 DATA "o",0,4,34,16,1,68,50,
3
9220 DATA "p",9,50,68,1,16,34,4,
0
9230 DATA "q",0,0,170,42,73,65,1
27,137
9240 DATA "r",144,76,34,128,72,6
8,C2,2
9250 DATA "s",0,3,15,15,120,200,
255,56
9260 DATA "t",0,192,240,240,30,1
9,255,28
9270 DATA "u",0,32,68,72,128,36,
76,144
```





An example of the graphics from the program

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User character set

Print upper and lower case characters with your ZX81 with this clever program written by David Mold of Cheshunt.

Similar in nature to the user definable graphics program by Chris Callender which appeared in the August/September issue of ZX Computing, this program is rather more flexible in that it will store a character set of up to 99 characters and enable them to be LPRINTed simply by entering a string (X$)

Once you have entered the program you will be greeted with the prompt

NOW ENTER THE CODES FOR THE SPECTRUM CHARACTER SET

Simply type in the codes given for the lower case characters (like on the Spectrum), and these will be placed in the array U.

You will now be given the prompt

ENTER TEXT TO BE LPRINTED USING NEW CHARACTER SET

At this stage you simply enter what you would like to be printed in upper and lower case

Any letters you enter as normal video will be printed in lower case. Any letters entered as inverse video will be printed as upper case. Numbers entered as inverse video will actually be printed as normal video numbers whereas if any numbers are entered as normal video, they will be printed as the extra characters which have been defined for them.

Extra,extra

If you have entered your own characters having answered 'Y' to the prompt

DO YOU WANT TO ENTER YOUR OWN USER DEFINED CHARACTERS? (Y OR N)

then they can be obtained by typing in the graphics corresponding to the Sinclair codes 1 to 10 (for details check out Appendix A of the Sinclair ZX81 manual). For example CHR$ 1 corresponds to the first user definable graphic.

Character definition should only be attempted if you understand the way that a character is made up from binary numbers (eight for each character). These numbers must then be translated into decimal to be typed in to the program. The extra graphics characters, along with the number that has to be entered to produce them is shown in Fig 1.

Line by line

Before typing in or re-LOADing this program from tape it is important that you enter the following two lines (each followed by Newline) as direct commands

```
POKE 16389,124
NEW
```

in order to reserve space above RAMtop for the LPRINT routine which is copied out from the ROM in lines 10 to 50.

Here follows a brief breakdown of the structure of the program

Lines 100 to 170 copy from the ROM into the array S all the codes for Sinclair's characters from '0' to 'Z' (normal video)
Lines 200 to 270 copy from the ROM into the array U all the extra Sinclair symbols such as " " etc. These will then be obtainable directly when the program is in use
Lines 300 to 370 allow the user to enter the codes for the lower case characters into the array U (These codes are shown in Fig 1). Every other line of this printout has the codes to be entered seperated by '/' to represent Newline and above each set of codes is the number that should appear at the top of the screen

when these codes are to be entered (and represent the codes positions in the array U) Lines 400 to 480 allow you to define your own graphics characters and enter them in decimal form

Lines 500 to 700 allow you to enter whatever you wish to be printed using the new character set and then looks up the codes for these characters in the appropriate arrays mapping them into the array A for LPRINTing using the subroutine from Sinclair's printer manual (lines 9990 to 9999). When all the arrays have been entered lines 100 to 500 can be deleted. Line 1 should then be changed to read 1 SAVE "Characters" Connect up your cassette start it recording then enter GOTO 1 as a direct command. *Do not use RUN* or the arrays will be wiped. Make sure that all DIM statements have been erased. The program when LOADed will begin straight away which avoids the danger of the user typing RUN instead of GOTO to begin

```
28
255/0/0/0/0/0/0/0/
29
0/16/16/16/16/0/16/0
30
60/66/153/165/166/153/64/63/
31
0/36/126/36/36/126/36/0/
32
16/56/88/146/16/16/16/16/
33
0/98/100/8/16/38/70/0/
34
0/46/72/50/76/72/54/0/
35
0/8/6/16/0/0/0/0
36
0/126/36/36/36/36/36/6/
37
60/66/153/161/161/153/66/60
38
0/6/60/2/62/66/62/0/
39
0/64/64/124/66/66/124/0/
40
0/0/60/64/64/64/60/0/
41
0/2/0/62/66/66/62/0/
42
0/0/60/66/124/64/62/0/
43
0/12/16/56/16/16/16/0/
44
0/0/60/66/66/62/2/60/
45
0/64/64/120/68/68/68/0/
46
0/16/0/48/16/16/56/0/
47
0/4/0/12/4/4/68/56/
48
0/32/40/48/48/40/36/0/
49
0/32/32/32/32/32/24/0/
50
0/0/104/84/64/64/64/0/
51
0/0/120/68/68/68/68/0/
52
0/0/56/66/66/66/56/0/
53
0/0/120/68/68/120/64/64/
54
0/0/60/68/68/60/4/4/
55
0/0/28/32/32/32/32/0/
56
0/0/60/64/56/4/120/0/
57
0/32/112/32/32/32/24/0
58
0/0/68/68/68/68/56/0/
59
0/0/68/68/40/40/16/0/
60
0/0/84/84/84/84/40/0/61
0/0/68/40/16/40/68/0/62
0/0/66/66/66/62/2/60/63
0/0/12/0/16/32/124/2
```

Fig 1 The codes for the lower case characters – to be entered into the array U

```
  1 SAVE "CHARACTER0"
  5 FAST
 10 POKE I,PEEK (2161+I)
 20 NEXT I
 30 POKE 31000,63
 40 POKE 3165,201
 100 DIM U(25,8)
 110 LET X=7903
 120 FOR N=1 TO 26
 130 FOR P=1 TO 8
 140 LET S(N,P)=PEEK (X+P)
 150 NEXT P
 160 LET X=X+8
 170 NEXT N
 200 DIM U(63,8)
 205 LET X=7767
 210 FOR N=11 TO 27
 220 FOR P=1 TO 8
 230 LET U(N,P)=PEEK (X+P)
 240 NEXT P
 250 LET X=X+8
 260 NEXT N
 270 GOTO 500
 300 PRINT AT 0,0,";NOW ENTER TH
E CODES FOR THE  SPECTRUN CHAR
ACTER SET"
 310 FOR N=26 TO 63
 320 PRINT AT 3,2,N
 330 FOR P=1 TO 8
 340 PRINT AT 4,0,P
 350 INPUT U(N,P)
 360 NEXT P
 370 NEXT N
 400 CLS
 410 PRINT ";DO YOU WANT TO ENTE
R YOUR OWN  USER-DEFINED CHARACT
ER? (Y OR N)"
 420 INPUT A$
 425 IF A$="N" THEN GOTO 500
 430 FOR N=1 TO 10
 440 PRINT AT 3,0,N
 450 FOR P=1 TO 8
 460 PRINT AT 4,0,P
 465 INPUT U(N,P)
 470 NEXT P
 480 NEXT N
 500 CLS
 505 SLOW
 510 PRINT "ENTER TEXT TO BE LPR
INTED USING NEW CHARACTER SET"
 520 INPUT X$
 522 FAST
 525 DIM A(32,8)
 530 FOR X=1 TO LEN X$
 540 IF (X$(X)=" " THEN GOTO 700
 550 IF CODE X$(X)<127 THEN GOTO
 600
 560 FOR Y=1 TO 8
 570 LET A(X,Y)=U(CODE X$(X),Y)
 580 NEXT Y
 590 GOTO 700
 600 FOR Y=1 TO 8
 610 LET A(X,Y)=S(CODE X$(X)-155
 Y)
 620 NEXT Y
 700 NEXT X
9990 FOR J=1 TO 32
9991 FOR K=1 TO 8
9992 POKE 32256+K+8*(J-1),A(J,K)
9993 NEXT K
9994 NEXT J
9995 FOR H=0 TO 31
9996 POKE 16444+H,H
9997 NEXT H
9998 LET HPRINT=USR 31744
9999 GOTO 500
```

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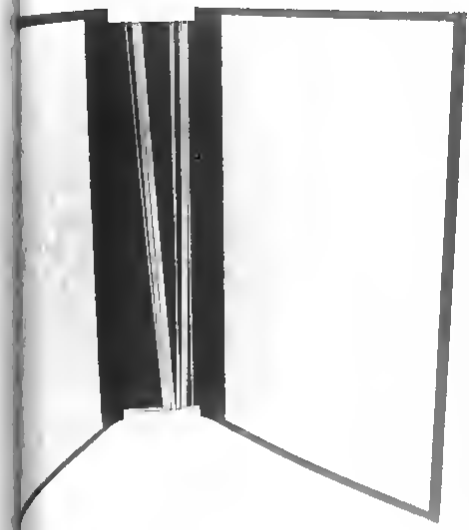

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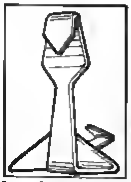

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ZX-CESIL 2 – part one

John Miller has taken a quick break from his A-levels to prepare us a splendid implementation of the educational computer language for your ZX Spectrum.

Those people studying for 'O' level or 'CSE Computer Studies' at school more than likely have to learn the language CESIL (Computer Education in Schools Interactive Language) which supports 14 program statements as standard and a handful of commands. The language I chose to implement CESIL in was ZX Spectrum BASIC – with 48K RAM. (The use of a ZX Printer is optional.)

Type in the program (*carefully!*) and then enter the command

RUN 1

Two pages of introduction will be displayed, then you will see the prompt

Which mode (1 or 2)?

In reply, enter 1 or 2.

Mode 1 means output to screen only and mode 2 means output to both screen and printer. The Spectrum's screen BORDER state depends upon the current mode.

Green for Mode 1
Yellow for Mode 2

When the message 'C?' is output, you are required to enter a CESIL command.

COMMAND NOTES

beg	Execute the CESIL program
cha	Change a CESIL line
del	Delete a CESIL line
lis	List the CESIL program
new	Re initiate program – same as stopping the program and entering RUN 1
ter	Stop the interpreter – terminate
*	Start CESIL entry

When using 'cha' or 'del', the first parameter is the line to be edited (del followed by Enter followed by 5 followed by Enter will delete the fifth line).

When '?' is output, you are required to enter a CESIL line. Labelled lines are l1 to l99 and store locations are designated a1 to a99 (positive constants do not require '+'). Please note that 'l' means 'label'.

Types of argument

a – The argument required is
(i) Space, any whole number between – 32768 and + 32768
or (ii) Space, a 'l', any integer between 1 and 99
eg (i) loa – 2
(ii) add a5

b – The argument required is: Space, 'l', any integer 1 to 99
eg jiz l10

c – The argument required is Space, quote, any alpha numeric text of length 1 to 22, close quote
eg pri "Hello there!"

INSTRUCTION	PURPOSE	ARGUMENT TYPE
add	Addition	a
div	Division	a
hal	Halt execution	n
in	Input from data	n
jin	Jump if negative	b
jiz	Jump if zero	b
jum	Jump	b
kin	Input from keyboard	n
lin	Start new line	n
loa	Load a number	a
mul	Multiplication	a
out	Output	n
pri	Print	c
sto	Store	d
sub	Subtraction	a
	Comments	e

d The argument required is Space a any number 1 to 99 (integer)
eg sto a86

a – The argument required is Any alpha numeric text of length 1 to 23
eg This is a comment

n No argument required

All instructions are standard ex cept kin which is the same as BASIC s INPUT number. The in struction in is the same as BASIC s READ. All arithmetic is calculated solely using the ac cumulator

In order to exit from CESIL 2 entry enter

%

As a line you will then be asked to enter the data string in the form

n1 n2 n3 nx *
n1 – item 1
n2 – item 2
nx – last item
eg 1 2 3, 5 7, 9 *
(Note the comma before the *)

For no data just enter an astersk (Also only the first 20 items will be accepted.)

To change the data for another RUN of the same pro gram

PROMPT	ENTER
C?	*
?	%
Data?	data string

Also if after entering and ex ecuting a CESIL program, entry mode is again initiated and the lines will be added to the end of the previous lines. The number of program lines available is 100 (that s my limit — not the Spec trum s)

To change the maximum number of lines make the following changes to the BASIC program (x̄ = the number in stead of 100 — maximum value = 255)

```
20      DIM p$ (x̄ 26)
1380 FOR x=1 TO x̄
20 30FOR z=VAL i$ +
        1 TO x̄
3710 If last ln<(x̄+1)
        THEN GO TO
        3750
4180 FOR c=1 TO x̄
```

During CESIL2 execution or CESIL2 listing (lis) command mode may be achieved by press ing the space key — as long as it is unshifted!

Labelled lines

(i) Labels – l1 to l9
The format is l n Space Space instruction + argument
eg l1 lin

Also arguments should be preceded by a single space in turn preceded by the instruc tion.

To SAVE the ZX CESIL 2 pro gram type in the following

SAVE cesil ' LINE 4450

The program with all variables uses approximately 18K. With the screen printer buffer etc this expands to 25 9K

Errors

ZX CESIL2 generates error messages for var ous user er rors. The possible error/report messages are

(i) Data all used
(ii) List complete
(iii) Illegal label error
(iv) Instruction does not ex ist
(v) Command as statement error
(vi) Illegal use of argument error
(vii) Space missing error
(viii) Label missing error
(ix) Illegal operand
(x) Number out of range error
(xi) Location missing
(xii) Invalid location
(xiii) Missing quote error
(xiv) Invalid text error
(xv) What?
(xvi) Statement as command error
(xvii) No more program room
(xviii) Data invalid
(xix) First 20 items of data only accepted
(xx) No hal instruction
(xxi) Last line reached or hal executed
(xxii) Called label does not exist
(xxiii) Arithmetic overflow

Part two...

Due to the length of this listing it was decided to run the article over two issues. The second part of this feature will contain the remainder of the listing, as well as some screen dumps of the program in action. Our apologies for the inconvenience and our hope that you find it worth the wait

```
  10 REM ##Set up variables etc.
  20 DIM a$(99,2)  DIM c$(20,3)
 DIM d$(20,2)  DIM j$(31)  DIM k
$(26).  DIM l$(99)  DIM p$(100,25
)  DIM c(60)  DIM i(20)
  30 DATA "add",1100,"beg",1,"ch
a",200,"del",201,"div",1101,"hal
",1002,"in",1003,"jin",1300,"ji
z",1301,"jum",1302,"kin",1004,"ul
in",1005,"lis",6,"loa",1102,"mul
",1103,"new",7,"out",1008,"pri",
1400,"sto",1500,"sub",1104
  40 FOR c=1 TO 20
  50 READ c$(c) c(c)
  60 NEXT c
  70 LET b$="" LET xpos=0
  75 FOR c=1 TO 20  READ l(c)  N
EXT c
  80 FOR c=1 TO 99  LET l$(c)=CH
R$ 0  NEXT c
  90 LET acc=0
 100 LET mode=1
 110 DATA 720,4150,2120,1980,760
,610,830,1940,1900,1660,930,970,
1350,1010,1050,1090,1110,1150,12
40,1310
 120 LET w$=""
 130 LET cn=0
 140 LET cline=0
 150 LET dp=0
 160 LET y$=""
 170 LET r$=CHR$ 13
 175 REM Line numbers for subs.
 180 LET labelln=4370
 190 LET textprint=3330
 200 LET cmode=3460
 210 LET incheck=3220
 220 LET fetchno=3070
 230 LET overflow=3160
 240 LET next=4300
 250 LET break=3300
 260 LET syncheck=2260
 270 LET error=3020
 280 LET input=3410
 290 LET xx=0
 295 REM Flags
 300 LET valid=0
 310 LET bad=0
 320 LET lab=0
 325 REM General variables
 330 LET z=0
 340 LET n=0
 350 LET f=0
 360 LET x=0
 370 LET i$=""
 380 LET n$=""
 390 LET lastln=1
 400 LET item=0
 410 LET litm=0
 420 LET t$=""
 430 LET b=0
 440 REM ##End initialisation
 450 BORDER 2  INK 0, PAPER 7  C
LS
 460 PRINT INK 2,"                ZX-
", INK 0,"CESIL", INK 1,"2"
 470 PRINT "
"
 480 PRINT '"This program allows
 the user to"
 490 PRINT '"speak to the comput
er in ", INK 1,"CESIL", INK 0,".
"
 500 PRINT '"The version of CESI
L used is"
 510 PRINT ' INK 2,"ZX-", INK 0,
"CESIL", INK 1,"2.4", INK 0," &
is unique to the"
 520 PRINT '"Sinclair ZX Spectru
m with 16K"
 530 PRINT '"BASIC in ROM and 48
K RAM."
 540 PRINT AT 21,10, FLASH 1, IN
K 1,"Press any key"
 550 IF INKEY$="" THEN GO TO 550
 560 CLS  PRINT "The commands s
upported are "
 570 PRINT " beg,cha,del,lis,new
,ter,#(start"
 580 PRINT "program entry.'ter'
returns you to BASIC)"
 590 PRINT '"The statements supp
orted are"
 600 PRINT " add,div,hal,in,jin,
jiz,jum,kin,"
 610 PRINT " lin,loa,mul,out,pri
,#to,#ub,;"
 620 PRINT " (comment marker)'
 630 PRINT '"See text for explan
ation of  all these & rules t
o be obeyed."
 640 PRINT '"All numbers are int
egers between -32767 and +32767 (
inclusive)."
 650 PRINT '"Store locations are
a1 to a99 & labels are l1 to l9
9."
 660 PRINT '"100 CESIL lines may
be stored."
 670 PRINT AT 21,10, FLASH 1, IN
K 1,"Press any key"
 680 IF INKEY$="" THEN GO TO 680
 690 CLS
 700 PRINT "Welcome to ZX-", INK
0,"CESIL", INK 1,"2", INK 0," @
J.Miller"
 710 GO TO cmode
 715 REM Lines 720-2250 are the
          implementation S/Rs
 720 REM ##add
 730 GO SUB fetchno
 740 LET acc=acc+z
 750 GO TO overflow
 760 REM ##div
 770 GO SUB fetchno
 780 IF NOT z THEN GO TO 3190
 790 LET acc=INT (acc/z)
 800 GO TO next
 810 REM ##hal
 820 GO TO 4340
 830 REM ##in
 840 IF dp<item+1 THEN GO TO 880
 850 LET w$="Data all used."+r$
 860 GO SUB textprint
 870 GO TO cmode
 880 LET z=CODE d$(dp,1)*256+COD
E d$(dp,2)
 890 IF z>32767 THEN LET z=z-655
36
 900 LET acc=z
 910 LET dp=dp+1
 920 GO TO next
 930 REM ##kin
 940 GO SUB input
 950 LET acc=VAL i$
 960 GO TO next
 970 REM ##lin
 980 LET w$=r$
 990 GO SUB textprint
1000 GO TO next
1010 REM ##loa
1020 GO SUB fetchno
1030 LET acc=z
1040 GO TO next
1050 REM ##mul
1060 GO SUB fetchno
1070 LET acc=acc*z
1080 GO TO overflow
1090 REM ##new
1100 RUN 10
1110 REM ##out
1120 LET w$=" "+STR$ acc+"
1130 GO SUB textprint
1140 GO TO next
1150 REM ##pri
1155 REM Find text,isolate and
          output it.
1160 LET w$=p$(cline,3 TO )
1170 FOR c=1 TO 23
1180 IF w$(c)=r$ THEN LET w$=w$(
```

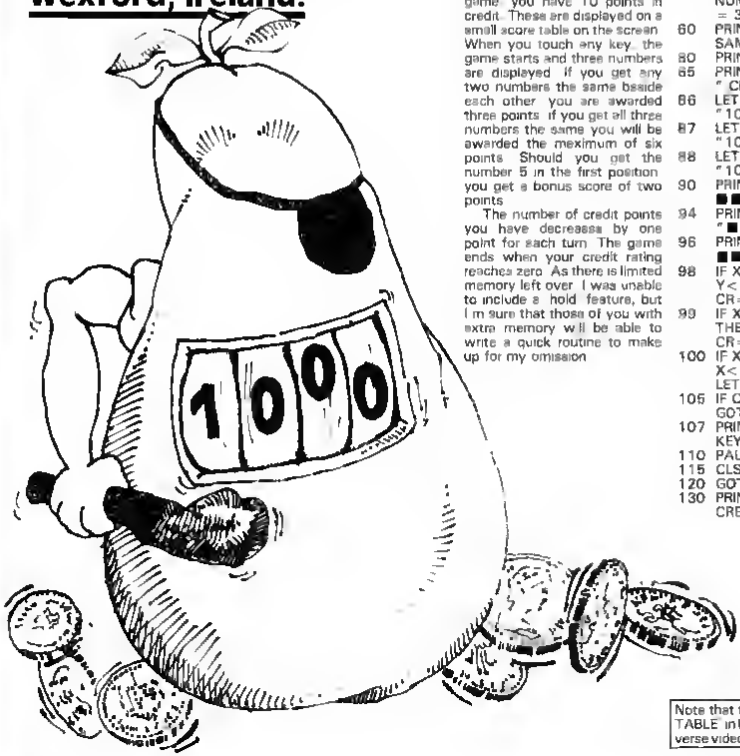
```
 TO c)
1190 IF LEN w$=c THEN GO TO 1210
1200 NEXT c
1210 LET w$=w$( TO LEN w$-11
1220 GO SUB textprint
1230 GO TO next
1240 REM ##sto
1250 LET z=CODE p$(cline,3)
1260 LET acc2=acc
1270 IF acc2<0 THEN LET acc2=acc
3+65536
1280 LET a$(z,1)=CHR$ INT (acc2/
256)
1290 LET a$(z,2)=CHR$ INT (acc2-
(256*INT (acc2/256)))
1300 GO TO next
1310 REM ##sub
1320 GO SUB retchno
1330 LET acc=acc-z
1340 GO TO overflow
1350 REM ##lis
1355 REM Start a new page
1360 LET xpos=0
1370 CLS
1380 FOR x=1 TO 100
1390 IF p$(x,2)<>"," THEN GO TO
1430  REM Not a comment?
1400 LET w$=p$(x)+r$
1410 GO SUB textprint
1420 GO TO 1790
1430 IF p$(x,1)=" " THEN GO TO 1
460
1440 REM R labelled line?
1450 LET w$="l"+STR$ CODE p$(x)
1460 GO SUB textprint
1470 IF x=lastln THEN GO TO 1610
 REM End of program?
1485 REM Work out instruction
1470 LET n=c(CODE p$(x,2))
1480 LET n=INT (INT (n-(INT (n/1
e3)*1e3))/100)
1490 LET xpos=4
1500 LET w$=c$(CODE p$(x,2))
1510 GO SUB textprint
1520 IF n<>4 THEN GO TO 1610
1525 REM Is pri.
1530 LET i$=p$(x,3 TO )
1540 LET w$="""
1550 FOR z=1 TO 23
1560 IF i$(z)=r$ THEN LET i$(z)=
""
1570 NEXT z
1580 LET w$=w$+i$+r$
1590 GO SUB textprint
1600 GO TO 1790
1610 IF n<>0 THEN GO TO 1650
1615 REM Is hat,in,kin,lin or
                out.
1620 LET w$=r$
1630 GO SUB textprint
1640 GO TO 1790
1650 IF n<>1 THEN GO TO 1720
1655 REM Is add,div,loa,mul or
                sub.
1660 LET w$=p$(x,3)
1670 LET z=CODE p$(x,4)*256+CODE
p$(x,5)
1680 IF z>32767 THEN LET z=z-650
36
1690 LET w$=" "+w$+STR$ z+r$
1700 GO SUB textprint
1710 GO TO 1790
1720 IF n<>3 THEN GO TO 1760
1725 REM Is jin,jiz or jum.
1730 LET w$=" l"+STR$ CODE p$(x,
3)+r$
1740 GO SUB textprint
1750 GO TO 1790
1760 IF n<>5 THEN GO TO 1790
1765 REM Is sto.
1770 LET w$=" a"+STR$ CODE p$(x,
3)+r$
1780 GO SUB textprint
1790 GO SUB break
1800 NEXT x
1805 REM Output data string.
1810 LET w$=t$+r$+r$
1820 GO SUB textprint
1830 LET w$="List complete"+r$
1840 GO SUB textprint
1850 GO TO cmode
1860 REM ##jum
1870 GO SUB labelfn
1880 LET cline=z-1
1890 GO TO next
1900 REM ##jiz
1910 GO SUB labelfn
1920 IF acc=0 THEN LET cline=z-1
1930 GO TO next
1940 REM ##jin
1950 GO SUB labelfn
1960 IF acc<0 THEN LET cline=z-1
1970 GO TO next
1980 REM ##del
1990 LET w$="Which line?"+r$
2000 GO SUB textprint
2010 GO SUB input
2020 IF VAL i$<1 OR VAL i$>lastl
n THEN GO TO 2010
2025 REM Shift all lines follow-
                ing that deleted down 1
2030 FOR z=VAL i$+1 TO 100
2040 LET p$(z-1)=p$(z)
2050 NEXT z
2060 LET lastln=lastln-1
2065 REM Adjust label dictionary
2070 FOR z=1 TO 99
2080 IF CODE l$(z)=VAL i$ THEN L
ET l$(z)=CHR$ 0
2090 IF CODE l$(z)>VAL i$ THEN L
ET l$(z)=CHR$ (CODE l$(z)-1)
2100 NEXT z
2110 GO TO cmode
2120 REM ##cha
2130 LET w$="Change line?"+r$
2140 GO SUB textprint
2150 GO SUB input
2160 IF VAL i$<1 OR VAL i$>lastl
n THEN GO TO 2150
2170 LET w$="Change line "+i$+"
to?"+r$
2180 GO SUB textprint
2190 INPUT LINE j$
2200 LET x=VAL i$
2210 GO SUB syncheck
2220 IF bad THEN GO TO 2170
2230 LET p$(x)=k$  REM Store new
                line.
2240 IF lab THEN LET l$(lab)=CHR
$ x  REM lab=1 means labelled
                line.
2250 GO TO cmode
2260 REM ##syncheck
2270 DIM k$(25)
2275 REM Reset flags
2280 LET bad=0
2290 LET lab=0
2300 IF LEN j$<3 THEN GO TO 2460
2305 REM If line has a valid lab
el then 2330
2310 IF j$(1)="l" AND j$(2)>="0"
 AND j$(2)<="9" AND (j$(3)>="0"
AND j$(3)<="9" OR j$(3)=" ") THE
N GO TO 2330
2320 GO TO 2390
2330 LET lab=VAL j$(2 TO 3)
2340 IF lab<1 OR lab>99 THEN GO
TO 2360  REM Label invalid
2350 LET k$(1)=CHR$ lab
2360 LET j$=j$(5 TO )
2370 GO TO 2390
```

To be continued...

The remainder of this listing will be included in the June/July issue of ZX Computing

Number tumbler

Your number's up with this program from Mark Burke from County Wexford, Ireland.



Written for the unexpanded ZX81, this program is a version of the old favourite 'Fruit machine'. However in this program, instead of designs, bars, apples, etc, you use numbers.

At the beginning of the game you have 10 points in credit. These are displayed on a small score table on the screen. When you touch any key, the game starts and three numbers are displayed. If you get any two numbers the same beside each other you are awarded three points. If you get all three numbers the same you will be awarded the maximum of six points. Should you get the number 5 in the first position you get a bonus score of two points.

The number of credit points you have decreases by one point for each turn. The game ends when your credit rating reaches zero. As there is limited memory left over, I was unable to include a 'hold' feature, but I'm sure that those of you with extra memory will be able to write a quick routine to make up for my omission.

```
2    LET CR=VAL"10"
35   LET CR=CR-VAL"1"
37   PRINT "SCORE TABLE"
38   PRINT
40   PRINT "5 - - = 2
     POINTS"
50   PRINT "2 EQUAL
     NUMBERS TOGETHER
     = 3 POINTS"
60   PRINT "ALL THREE THE
     SAME = 6 POINTS"
80   PRINT
85   PRINT "CREDITS =
     " CR
86   LET X=INT(RND*VAL
     "10")
87   LET Y=INT(RND*VAL
     "10")
88   LET Z=INT(RND*VAL
     "10")
90   PRINT "■■■■■■■■■
     ■■■■■■■■"
94   PRINT "■ " X " ■ " Y
     " ■ " Z " ■ "
96   PRINT "■■■■■■■■■
     ■■■■■■■■"
98   IF X=VAL "5" AND
     Y<>X THEN LET
     CR=CR+VAL"2"
99   IF X=Y AND Y=Z
     THEN LET
     CR=CR+VAL"6"
100  IF X=Y AND Z<>X OR
     X<>Y AND Y=Z THEN
     LET CR=CR+VAL"3"
105  IF CR=PI - PI THEN
     GOTO VAL"130"
107  PRINT "TOUCH ANY
     KEY"
110  PAUSE 4E4
115  CLS
120  GOTO VAL"35"
130  PRINT "FINISHED - NO
     CREDITS LEFT"
```

Note that the message 'SCORE TABLE' in line 37 should be in inverse video for maximum effect.

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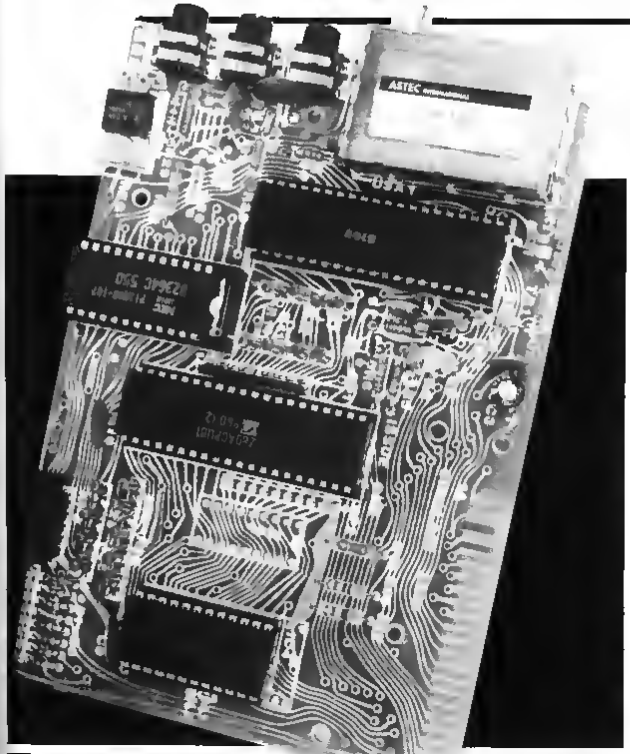
Circuit sketch

Here's a program from GL Maynard of Gosport for those of you who fancy a spot of electronic circuit training.



This incredible program will allow Spectrum users to make full use of their machine's high resolution graphics to form diagrams of electronic apparatus and either SAVE the results on tape or PRINT them out on the ZX Printer. An example of the resolution possible with this listing is shown in Fig 1: an outdated radio circuit.

Drawing on experience

When RUN the user will be asked to type in the numbers corresponding to the INK and PAPER colours required. An initial point will also be asked for: this is the point from which the sketch is to begin from.

The drawing of the circuit can then begin. To draw the components the key corresponding to the first letter of the component should be pressed. The following represents a list of components included in the program:

Non-polarised capacitor	— 'c'
Variable capacitor	— c
Electrolytic capacitor	— c
Fixed resistor	— r
Variable resistor	— r
PNP transistor	— t
Diode	— d
Inductor	— j'
Switch	— s
Battery	— b
Fuse	— f'

Other components could easily be added should you require them.

Once you have pressed a certain key the computer requires other information as to the nature of the component. For

example information must be given as to whether it is to be drawn vertically or horizontally whether it should be drawn from the positive or negative end whether a resistor is variable or fixed etc Once a component has been drawn you can draw the interlinking lines using the cursor keys '5 6 7 and 8' to draw a line left down up or right respectively The computer will automatically allow you to start drawing from the other side of the component or in the case of a transistor from the collector

Going up . . .

Components may be drawn horizontally or vertically (except the transistor) but the following rules must be noted

1 – Horizontal components are drawn left to right
2 – Vertical components are drawn from the bottom to the top
3 – If you are drawing from left to right the component must be horizontal
4 – Transistors are drawn horizontal beginning at the base and ending up at the collector
5 – Variable components are drawn from the central arrow position and terminate at the right or top end

The current plotting position is always displayed if you want to draw accurately or PRINT in component numbers or values at a later stage you would be wise to note down the position of each component

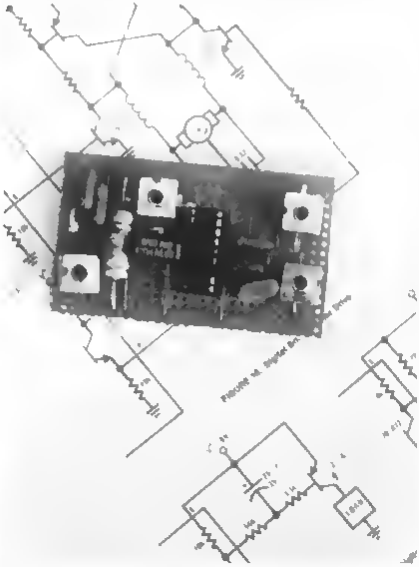
You may not draw off the screen, you will be stopped by the contents of line 64 However you are allowed to change the plotting position by pressing the 'p' key and stating the co ordinates of the new position The variable screen is set to zero if further drawing will result in the line going off the screen

Once the circuit has been completed you can press the Break key and using PRINT, mark in any additional script on to the diagram Should you wish to SAVE the program try using the following

SAVE "circuits" LINE 2

This will allow the program to RUN automatically when re LOADed

Should the thought of playing around with electronic circuits scare you to death try using it as a simple sketchpad



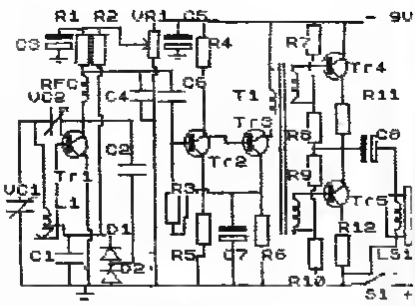


Fig 1 An example of the resolution available with this program This circuit sketch is of an outdated radio circuit

```
  1 REM CIRCUIT DIAGRAM SKETCH
  2 INPUT "paper?",paper,"ink?"
,ink  INPUT AT 2,0,"initial plot
position?  x -",x," Y- ",y
  3 GO SUB 8000
  4 PAPER paper  CL5  INK ink
  5 PLOT x,y
  6 LET screen=1
  8 PRINT AT 0,0,0," , ",0
 10 LET m$=""
 15 LET m$=INKEY$
 30 IF m$>="5" AND m$<= "8" THEN
RESTORE (VAL m$-3)*100
 46 IF m$>="5" AND m$<="8" THEN
GO TO 50
 50 RESTORE 55  FOR z=1 TO 10
READ u$,u  IF u$=m$ THEN GO TO u
 56 NEXT z
 55 DATA "f",6500,"b",5500,"s",
6000,"i",3500,"p",1000,"",10,"c",
,2000,"r",2500,"t",3000,"d",4000
 60 READ a,b
 62 IF screen=0 THEN GO TO 64
 64 IF x=255 AND m$="8" OR x=0
AND m$="5" OR y=175 AND m$="7" O
R y=0 AND m$="6" THEN LET screen
=0  GO TO 10
 65 LET x=x+a
 67 LET y=y+b
 68 PRINT OVER 0,AT 0,0,"
 69 PRINT OVER 0,AT 0,0,x," , "
y
 70 DRAW a,b
 75 LET screen=1
 80 GO TO 10
200 DATA -1,0
300 DATA 0,-1
400 DATA 0,1
500 DATA 1,0
1000 INPUT "X - co-ordinate?";x
1005 INPUT "Y - co-ordinate",y
1010 PLOT x,y  GO TO 10
2005 INPUT "h or v";k$  GO SUB 8
000
2007 INPUT "electrolytic? (Y/N)"
,z$  GO SUB 8000  IF z$="y" THEN
 GO TO 2100
2010 INPUT "variable? (Y/N)",z$
```

```
 GO SUB 8000  IF z$="y" THEN GO
TO 2050
2015 IF k$="h" THEN DRAW 0,0: DR
AW 0,-16  LET x=x+6  LET y=y-6:
PLOT x,y  DRAW 0,16  DRAW 0,-8:
LET y=y+8  GO TO 10
2020 IF k$="v" THEN DRAW -8,0: D
RAW 16,0  LET y=y+6  LET x=x+8
PLOT x,y  DRAW -16,0  DRAW 8,0:
LET x=x-8  GO TO 10
2050 IF k$=" h" THEN PLOT x-4,y-8
 DRAW 14,16  DRAW 0,-2  DRAW 0,
2  DRAW -2,0  DRAW 2,0  PLOT x,y
 GO TO 2015
2060 IF k$=" v" THEN PLOT x-6,y-4
 DRAW 16,14  DRAW -2,0  DRAW 2,
0  DRAW 0,-2  DRAW 0,2  PLOT x,y
 GO TO 2020
2100 INPUT "pos or neg first?",z
$  GO SUB 8000
2110 IF k$="y" AND z$="pos" THEN
 DRAW 0,0  DRAW -16,0  DRAW 0,3:
 DRAW 16,0  DRAW 0,-3  PLOT x,y+
6  DRAW -8,0  DRAW 16,0  DRAW 0,
1  DRAW -16,0  DRAW 0,1  DRAW 16
,0  DRAW -8,0  LET y=y+9  GO TO
10
2120 IF k$='y" AND z$="neg" THEN
 DRAW 3,0  DRAW -16,0  DRAW 0,1
 DRAW 16,0  DRAW 0,1  DRAW -16,0
 PLOT x,y+6  DRAW -8,0  DRAW 16
,0  DRAW 0,3  DRAW -16,0  DRAW 0
,-3  DRAW 0,3  DRAW 8,0  LET y=y
+9  GO TO 10
2130 IF k$="h" AND z$="pos" THEN
DRAW 0,6  DRAW 0,-16  DRAW 3,0
 DRAW 0,16  DRAW -3,0  PLOT x+6,
y  DRAW 0,6  DRAW 0,-16  DRAW 1,
0  DRAW 0,16  DRAW 1,0  DRAW 0,-
16  DRAW 0,0  LET x=x+9  GO TO 1
0
2140 IF k$="h" AND z$="neg" THEN
 DRAW 0,6  DRAW 0,-16  DRAW 1,0
 DRAW 0,16  DRAW 1,0  DRAW 0,-16
 PLOT x+6,y  DRAW 0,6  DRAW 0,-
16  DRAW 3,0  DRAW 0,16  DRAW -3
,0  DRAW 3,0  DRAW 0,-8  LET x=x
+9  GO TO 10
2500 INPUT "h or v?",k$  GO SUE
8000
2505 INPUT "variable ? (Y/N)",z$
 GO SUB 8000
2506 IF z$="y" THEN GO TO 2700
2510 IF k$="h" THEN DRAW 0,4  DR
AW 18,0  DRAW 0,-8  DRAW -18,0
DRAW 0,4  DRAW 0,-4  DRAW 18,0
DRAW 0,4  LET x=x+18  GO TO 10
2520 IF k$="v" THEN DRAW 4,0  DR
AW 0,18  DRAW -8,0  DRAW 0,-18
DRAW 4,0  DRAW -4,0  DRAW 0,18
DRAW 4,0  LET y=y+18  GO TO 10
2700 IF k$='h' THEN DRAW -3,3  D
RAW 3,-3  DRAW -3,-3  DRAW 0,6
DRAW 0,0  DRAW 0,-16  DRAW 6,0
DRAW 0,16  DRAW -6,0  DRAW 3,0
LET y=y+6  LET x=x+3  GO TO 10
2720 IF k$="v" THEN DRAW -3,-3
DRAW 3,3  DRAW 3,-3  DRAW -3,3
DRAW 8,0  DRAW -16,0  DRAW 0,6
DRAW 16,0  DRAW 0,-6  DRAW 0,3
LET x=x+8  LET y=y+3  GO TO 10
3000 INPUT "pnp or npn",z$: GO S
UB 8000
3010 IF z$="npn" THEN CIRCLE x+8
,y,8  PLOT x,y  DRAW 2,0  DRAW 0
,5  DRAW 0,-10  DRAW 1,0  DRAW 0
,10  DRAW 1,0  DRAW 0,-10  DRAW
0,3  DRAW 4,-4  DRAW 0,1  DRAW 0
,-1  DRAW -1,0  DRAW 1,0  DRAW -
4,4  DRAW 0,2  DRAW 6,4  LET x=x
+10  LET y=y+4  GO TO 10
3020 IF z$="pnp" THEN CIRCLE x+8
,y,8~ PLOT x,y  DRAW 2,0  DRAW 0
,5  DRAW 0,-10  DRAW 1,0  DRAW 0
,10  DRAW 1,0  DRAW 0,-10  DRAW
0,3  DRAW 4,-4  DRAW -4,4  DRAW
1,0  DRAW -1,0  DRAW 0,-1  DRAW
0,1  DRAW 0,2  DRAW 6,4  LET x=x
+10  LET y=y+4  GO TO 10
3500 INPUT "h or v",z$  GO SUB 8
000
3510 IF z$="h" THEN DRAW 2,0  DR
AW 7,0,PI  DRAW -2,0  DRAW 7,0,P
I  DRAW -2,0  DRAW 7,0,PI  DRAW
2,0  LET x=x+21  GO TO 10
3520 IF z$="v" THEN DRAW 0,2  DR
AW 0,7,PI  DRAW 0,-2  DRAW 0,7,P
I  DRAW 0,-2  DRAW 0,7,PI  DRAW
0,2  LET y=y+21  GO TO 10
4000 INPUT "h or v?",z$  GO SUB
8000
4010 INPUT AT 0,0,"cathode (c) o
r anode (a) first?",k$  GO SUB 8
000
4020 IF z$='h' AND k$='c" THEN D
RAW 0,6  DRAW 0,-12  DRAW 0,6  D
RAW -7,-6  DRAW 0,12  DRAW -7,-6
 DRAW 7,6  DRAW 0,-6  LET x=x+7
 GO TO 10
4000 IF z$='h' AND k$= a" THEN D
RAW 0,6  DRAW 0,-12  DRAW 7,6  D
RAW -7,6  DRAW 7,-6  DRAW 0,6  D
RAW 0,12  DRAW 0,6  LET x=x+7
GO TO 10
4040 IF z$= v  AND k$='c' THEN D
RAW 6,0  DRAW -12,0  DRAW 6,0  D
RAW -6,7  DRAW 12,0  DRAW -6,-7
 DRAW 6,7  DRAW -6,0  LET y=y+7
 GO TO 10
4050 IF z$= v' AND k$="a" THEN D
RAW 6,0  DRAW -12,0  DRAW 6,0  D
RAW 6,-7  DRAW -6,7  DRAW -6,0
DRAW 12,0  DRAW -6,0  LET y=y+7
 GO TO 10
5500 INPUT "h or v",z$  GO SUB 8
000
5510 INPUT "pos or neg first" z$
 GO SUB 8000
5520 IF z$= v  AND k$="pos" THEN
 DRAW -7,0  DRAW 14,0  PLOT x,y+
3  DRAW 6,0  DRAW -6,0  DRAW 3,0
 LET y=y+3  GO TO 10
5530 IF z$="v" AND k$='neg" THEN
 DRAW 3,0  DRAW -6,0  PLOT x,y+3
 DRAW -7,0  DRAW 14,0  DRAW -7,
0  LET y=y+3  GO TO 10
5540 IF z$='h' AND k$="pos" THEN
 DRAW 0,7  DRAW 0,-14  PLOT x+3,
y  DRAW 0,3  DRAW 0,-6  DRAW 0,3
 LET x=x+3  GO TO 10
5550 IF z$="h" AND k$="neg" THEN
 DRAW 0,3  DRAW 0,-6  PLOT x+3,y
 DRAW 0,-7  DRAW 0,14  DRAW 0,-
7  LET x=x+3  GO TO 10
6000 INPUT "h or v?",k$  GO SUB
8000
6010 IF k$="h" THEN DRAW 14,7  L
ET x=x+14  PLOT x,y  GO TO 10
6020 IF k$="v  THEN DRAW 7,14  L
ET y=y+14  PLOT x,y  GO TO 10
6500 INPUT "h orv?",k$  GO SUB 6
000
6510 IF k$= h" THEN DRAW 0,4  DR
AW 0,-8  DRAW 1,0  DRAW 0,6  DRA
W 1,0  DRAW 0,-8  DRAW 1,0  DRAW
0,6  DRAW 10,0  DRAW 0,-8  DRAW
-10,0  DRAW 10,0  DRAW 0,4  LET
x=x+13  GO TO 10
6520 IF k$="v" THEN DRAW 4,0  DR
AW -8,0  DRAW 0,1  DRAW 0,0  DRA
W 0,1  DRAW -8,0  DRAW 0,1  DRAW
8,0  DRAW 0,10  DRAW -8,0  DRAW
0,-10  DRAW 0,10  DRAW 4,0  LET
y=y+13  GO TO 10
8000 FOR z=1 TO 7  NEXT z  RETUR
N
```

It's all a game...

James Walsh looks at some of the latest and greatest software for your Spectrum.

Games form the major portion of the software available for the Spectrum, so there is likely to be a pretty good choice available. But as with any market, there is the good and the bad. Though it is not difficult to differentiate when you re playing them on a computer, when they are staring at you from the pages of a glossy computer magazine, or sitting on the shelves of W H Smiths, then the choice is far more difficult. There are now the established producers of top quality software such as Quicksilva and Artic who can be relied upon to bring out good software. However various new companies are now coming into the market with new and often exciting programs, some of them having the financial backing to compete with the Quicksilvas of this world and the market is definitely opening up at an alarming rate. For these reasons I am delighted to have new packages from one of my favourites, Artic, a new company, Imagine, and Computer Rental Limited.

Gobbleman — Artic Computing

Have you guessed what this title really means? Yes, it is Artic s version of the well known Pac Man game. Pac-Man is so well known now, that in a few years time it will probably be thought of as part of computer heritage.

In the beginning there were Space Invaders and Pac-Man, but the poor boys and girls couldn't afford 20p a game, so they invented the home computer. But we all know that that is wrong. E T invented them, that s what he wanted to phone home about!

Back to the serious stuff now and as the old saying goes When you have seen one Pac Man you have seen 'em all. As far as Gobbleman is concerned this view holds true. Visually it is very similar indeed to the original, with the same features such as pills, etc, but a slightly better maze, in that it is bigger. Overall it is quite a pleasing display, except for two annoying points: the words ARTIC Computing pulsating at you all the time you are playing certainly does become irritating, and also when the ghosts eat you instead of a decent explosion or a picture of a Gobbled Man (get it?), it simply runs through part of the character set at that point — surely they could not have been that short of memory? The speed of the responses is very good, and the tempo of the game has been well selected — it has to be when there is only one level of play! The ghosts are highly intelligent, and actually remember to run away from you when you have just eaten a pill. Unfortunately, they are the same speed as you, so they are rather difficult to catch up with at times, which seems rather illogical.

As far as being a Pac-Man copy it is good, so it is great for the Pac-Man enthusiast. But where it loses out is in that it is totally unadventurous. For example, the Acornsoft version for

Photograph courtesy of Enterprise Pictures Ltd

the BBC adds extra functions and Gulpman from Campbell Systems Ltd actually expands on the game with variable speeds and tempo, and an enormous number of different mazes plus a new laser feature. So, if you are looking for a near perfect copy of the original Pac Man then Gobbleman is definitely worth considering, but for something more challenging I would recommend Gulpman.

Gobbleman is available at £4.95 from Artic Computing, 396 James Reckitt Avenue, Hull HU8 0JA.

Gulpman is available at £5.95 from Campbell Systems Ltd, 15 Rous Road, Buckhurst Hill, Essex.

Arcadia — Imagine Software

If you had told me back in late November that a company called Imagine had come up with an amazing new game, then my reaction would probably have been 'Who?' By the time that this review is published, Imagine should be competing more than favourably with giants such as Quicksilva for the title of creators of the ultimate game. The three wise men of Imagine, DH Lawson, Eugene Evans and Mark Butler, obviously don't believe in coming quietly onto the market — but with the advertising campaign that they have recently launched, they can only be described as having exploded onto the market! Sometimes when you see a really amazing advert, you wonder whether the software can possibly be as good as it claims, but in this case, they may well be justified. Imagine can be quoted as saying that they have only one real aim — to be the BEST!!! At the moment they seem to be going about it in exactly the right way.

To describe accurately a game which relies on some of the best two dimensional graphics around is far from easy, but the wording used in the advert is quite apt. The fastest, meanest, most addictive shoot 'em up game you've ever desired! Arcadia, which is written totally in machine code, and will fit in both the 16K and 48K versions of the Spectrum, is if you break it down, really a third generation invaders. The basic idea is the same in that you gain points by killing off the aliens, but you can also blast yourself off from the bottom of the screen and then let yourself glide back down again when you release the pressure. You also have two Plasma Disruptors instead of the one meagre gun that is found in more basic versions. The functions of the keyboard have been laid out very nicely — on the bottom row each key is either move left or right, all the keys on the second row are thrust and all the keys on the third row are fire, whilst pressing a key on the top row causes the game to HOLD.

The first thing that happens is that a high resolution picture of the Imagine logo drifts down the screen before the name Arcadia is drawn. It will then ask you to press any key to start and you are then thrust straight into the game itself. The idea of the game is to survive the particular race of aliens long enough for the counter in the top left of the screen to reach zero. This usually entails killing off just enough to keep yourself safe when the counter gets near zero and the aliens become suicidal. If you kill them all off, a new wave of the same race appears, whilst if you survive long enough a new race of aliens attacks you. The different sets of alien are quite bizarre and amazing. They range from defender like characters, to seagulls, to little space men, to pulsating blobs and asteroids — the list goes on. The graphics are amazingly smooth and precise, with an extensive use of colour and sound. The game has a highest score display though you can't type your own name in, which is a shame. But remember that most of the really amazing games such as Time-Gate only fit into the 48K machine, whilst Arcadia will run in the 16K or 48K — a feat in itself.

Arcade addict

Arcadia is highly addictive and very well presented, though the instructions could have been mildly improved upon. But at only £5.50, it is fantastic value for money. Imagine also offer an unconditional lifetime guarantee — if an Imagine software product ever fails to load first time, simply return to Imagine for an immediate free replacement. Can't say fairer than that, can you? Imagine also publicise the fact they they will normally despatch all orders by first class post within 24 hours of receipt.

Though this may not be the ultimate game (they may be still working on it), it makes nearly all other invaders type, shoot 'em up games look like mere childs' play. Arcadia must rank in the top three arcade games on the market for the Spectrum.

All I say to the arcade games fans is that Arcadia is well worth the £5.50. (I'd buy it just to watch the graphics), and beware, their next game Schizoids. Though at the time of writing I have not seen a copy, I have been assured that we will be more then a little surprised by its contents.

'Arcadia' is available from Imagine Software, Mason Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN.

Derby Day — Computer Rentals

I have to admit that when I first saw the title of this program I didn't exactly jump for joy, in fact the thought of looking at another horse race program decidedly made my heart sink. Surely anybody can make three blobs race from one side of the screen to the other?

When I had recovered, I decided to take a risk and load it up. Derby Day takes well over the standard 16K of memory, so it took a little while to load, though it did load, and first go and all! The first screen of the game asks you what sort of punter you are — out for fun to deadly serious. Having pressed the key I was pleasantly surprised to see a well designed and colourful display fold out on to the screen. It included a very good picture of 'honest Clive' the bookmaker, which, though it is not three-dimensional still came over very well. A nice extra touch is a horse trotting across the top of the screen just above 'honest Clive'. (I wonder what Uncle Clive would think?) When everybody has placed their bets (the game can accomodate anything from 1 to 5 players) the race begins.

Instead of just having the horses gallop'ng across the screen, which they do do very well, the race course is also seen to be moving past them, hence making the track rather longer. One of the many nice touches is the fact that you can see little people standing at the side of the track, and when you come near to the finish the grandstand comes into view. The graphics, though not particularly fast or record breaking, are well designed and nicely arranged. Sound has also been used reasonably well. Though this game seems to have been written almost entirely in BASIC, it has been structured to allow for reasonably good speed. Who wants race horses that are so fast that you can't see them anyway? It might have been a little more exciting if there had been fences so that the horses might fall, but it is still great fun. When the program is running the display is so arranged that it is difficult to miss.

Computer Rentals Ltd seem to be relatively new to the home computer software market, but obviously have reasonably good financial backing to place their good sized adverts. They also supply a program called Galactic Patrol for the 16K ZX81, some other games for the Spectrum, plus a few for the Dragon 32. If their other games are as good as Derby Day then they would definitely be worth thinking about.

So, to conclude, it can be said that the programmer has done a good job, especially considering the subject matter, and they have come up with a pretty good value for money cassette, for the person who wants a quieter life than defending the world from aliens.

'Derby Day' is available at £6.95 from Computer Rentals Ltd, 140 Whitechapel Road, London E1.

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WHAT THE PRESS SAY ABOUT IT —

IF YOU have always wanted to manage a football team, FOOTBALL MANAGER from Addictive Games, is for you — The game is built for a football fanatic but the built interesting thing for us was the 3 D graphics used to create the goalmouth action — the game is a winner
SINCLAIR USER FEBRUARY 1983

Although I am not great football fan, I really enjoyed playing this game — excellent use is made of colour and user-defined graphics. The game is very logically put together so that the development of strategy and tactics has a real effect. For example, one of my teams, got through to the fourth round of the F.A. Cup where it was beaten by a second division side. This upset morale and meant that our promotion bid failed. Perhaps I should have moved up the F.A. Cup run and bought some good players back — the possibilities are endless. Brian Clough had better watch out!
ZX COMPUTING FEB/MARCH 1983

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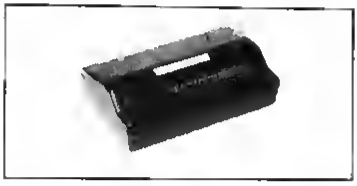

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Mastering machine code on your Spectrum — part 4

Following in her series, Toni Baker, author of 'Mastering Machine Code on your ZX81', transforms your Spectrum into a musical machine.

Long, long ago in a galaxy far, far away, great battles were waged between the humanoids and the space invaders, the spaceships and the asteroids. This world was brought to your attention with the coming of the video age — first in arcades, and now in home computers like the Spectrum. In the comfort of your own home you can gently soothe away all your frustrations by killing untold millions of malevolent aliens, fighting with mystical dragons to rescue beautiful princes from evil wizards, or testing your intelligence with maze games and mastermind puzzles. After all — what else are computers for?

In another sector of the galaxy lay accountants and businessfolk ponder over the strings of figures being reeled off by the ZX Printer telling them to the nearest penny how much tax they can fiddle before they get caught, or staring for hours at the bland bar charts and friendly graphs plotting current profit returns against the popularity of Crossroads. After all computers weren't designed for playing games or were they?

Strumming your Spectrum

Then one day, as I sat drinking coffee and chatting away to my fellow compatriots, wishing I could play the guitar as well as they, a friend introduced me to a *new* concept. Maybe computers have a purpose in life beyond simple sport and science. Surely computers like the ZX81 (for this was a long time ago) had meaning in the fields of *art* and *music* and *culture*. A program, it was suggested, could be viewed as a work of art, with the programmer being the artist. If this were so then most of the programs we see around us are *functional* — analagous to chairs or tables — they were not, in general, *beautiful* — analagous to a painting or a piece of music. It is to this friend that I dedicate this article and, in particular, the program which goes with it.

This is called Cathy's Program, the original version of which appeared in my book **Mastering Machine Code On Your ZX81** and was written for the Sinclair ZX81. This new updated version, however, is written for the ZX Spectrum. Although its basic structure is the same, the individual parts have needed to be entirely rewritten.

The purpose of the program is to turn the Spectrum keyboard into a musical one, so that each key produces a different note and continues to produce it for as long as the key is held down. The diagram in Fig. 2a shows which key produces which note: there are two octaves, with the lower two rows producing notes from middle C upwards, and the upper two rows the next octave above this. The program is entirely in machine code and once set in motion will continue to run until you break out by pressing Break (Caps Shift and Space) as normal.

New wave music

A small amount of explanation is required before the listing will make sense, and so the first thing I ought to do is explain the principle by which notes are produced on the Spectrum. The most important instruction is OUT (FE) A. The Spectrum can only produce one type of sound — that is, one type of waveform — essentially a square wave or a rectangular wave. A square wave is a wave which at any instant in time may be either at HIGH potential or at LOW potential; it may never be at an intermediate potential.

Here's what the instruction OUT (FE),A does: suppose A contains the (binary) number xxxxxgrb (each letter represents a binary digit). The xs are

b	0 = switch the blue gun off	1 = switch the blue gun on
r	0 = switch the red gun off	1 = switch the red gun on
g	0 = switch the green gun off	1 = switch the green gun on
n	0 = switch the note generator to LOW potential	
	1 = switch the note generator to HIGH potential	

Fig. 1. A breakdown of the individual letters of A in the instruction OUT (FE),A

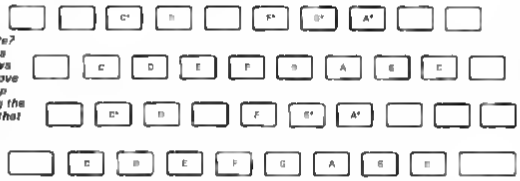

Fig 2a Which key on the Spectrum produces which note? There a two octaves the bottom two rows producing notes above middle C and the top two rows producing the next octave above that (Note that the sharp (#) notes are indicated with an asterisk)

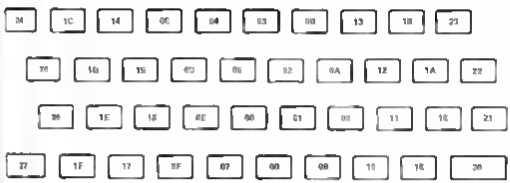

Fig 2b The codes and how they are allocated on the keys of the Spectrum

Fig 3 The contents of the register DE

SITUATION	VALUE OF DE
No key at all	FFFF
Caps Shift only	FF27
Symbol Shift only	FF18
Both Shifts together	2718
Any key without Shift	FFsa where sa is the key code of the key concerned
Any key with Caps Shift	27sa where sa is the key code of the key concerned
Any key with Symbol Shift	18sa where sa is the key code of the key concerned
Any two keys together	sabb where sa and bb are the key codes concerned

for our purposes effectively meaningless but the other letters n, g r and b are quite important They switch hardware devices on and off (see Fig 1)

Bits 2 1 and 0 then control the overall colour output to the screen (In practice it is only the BORDER colours which may be changed in this way — the screen colours are controlled by the attribute bytes)

The principle of creating music then is to create a square wave The procedure for doing this is short delay/OUT (FE) xx x1xxxx/short delay/OUT (FE) xxxOxxxx/repeat for as many cycles as required Note that doing this will automatically change the BORDER colour If you wish to avoid this then you must slightly modify the procedure to short delay/OUT (FE) xxxOxbbb/short delay/OUT (FE) xxxOxbbb/repeat for as many cycles as required where bbb represents the current BORDER colour number in binary

On that note...

Before we look at the finished program I'd like to introduce you to one of the subroutines in the ROM The subroutine is called KEY_SCAN and its effect is to determine which keys, if any, are currently depressed You can use the subroutine simply by the instruction CALL KEY_SCAN (CD8E02) The machine code registers will all be wiped out by the subroutine so If you wish to preserve them you must PUSH them onto the stack and then POP them on return Register DE will contain the final output of the subroutine as shown in Fig 3

Also in the case of two or more keys being pressed simultaneously the zero flag will be RESET In all other cases the zero flag will be SET

The key codes mentioned in the above description are in all cases a number between 00 and 27 A different number is returned for each key The codes themselves are listed in Fig 2b you can see for yourselves that the keys are covered in what at first glance seems to be a very strange order

There is one final point I have to make before we can turn the Spectrum into a musical instrument Little things called Interrupts Fifty times a second the Spectrum hardware sends a little pulse down one of the pins connected to the Z80 chip When this happens one of the following sequences of things will happen depending upon a previously unheard of flag called the (IFF1 Interrupt Flip/Flop one)

9E93464B	NOTES	G	G#	G+	F+ #	Keys B H Y and B
0050A9B4		—	F+	F#	F	Keys 5 T G and V
8A813042		A	A#	A+	G+ #	Keys N J U and 7
5C5600C1		O+ #	E+	—	E	Keys 4 R F and C
78003539		B	—	B+	A+ #	Keys M K I and 8
6962CF0D		C+	D+	D#	D	Keys 3 E D and X
70003200		C+ #	—	C+ +	—	Keys Symbol Shift L, O and 9
0070ECFD		—	C+	C#	C	Keys 2 W S and Z
00000000		—	—	—	—	Keys Space Enter P and O
00000000		—	—	—	—	Keys 1 Q A and Caps Shift

00	SOUND	NOP	This subroutine causes a
00		NOP	very short delay — the exact
00		NOP	timing of which is determined
10FB		DJNZ SOUND	by B before sounding
D3FE		OUT (FE) A	a pulse
C9		RET	
call here			
3A485C	START	LD A (BORDCR	Bits 5 4 and 3 contain the BORDER colour
1F		RRA	
1F		RRA	
1F		RRA	
E607		AND 07	A BORDER colour
F610		OR 10	A BORDER colour but with bit 4 set
4F		LD C,A	C BORDER colour + bit 4 set
F3		DI	Disable Interrupts
C5	LOOP	PUSH BC	Preserve the value of C
CD8E02		CALL KEY_SCAN	Scan the keyboard
C1		POP BC	Restore the value of C
212027		LD HL,2720	HL the key value for Caps Shift Space
A7		AND A	Reset carry flag
ED52		SBC HL DE	Compare key pressed (if any) with Caps Shift Space
281B		JR Z EXIT	Exit program if desired
7B		LD A E	A = key code (ignoring Shifts)
3C		INC A	
28EF		JR Z LOOP	Loop if no key pressed
AF		XOR A	A zero
57		LD D A	DE key code ignoring Shifts
21 notes		LD HL NOTES	
19		ADD HL DE	Point HL to note value in table
46		LD B (HL)	B note value
B8		CP B	Compare B with zero
28E5		JR Z LOOP	Loop if no note on that key
79		LD A C	A border colour (bit 4 1)
C5		PUSH BC	Preserve the value of B
CDsound		CALL SOUND	Generate first half cycle
C1		POP BC	Restore the value of B
E607		AND 07	A BORDER colour (bit 4 0)
CDsound		CALL SOUND	Generate second half cycle
18DB		JR LOOP	Repeat sequence
FB	EXIT	EI	Enable Interrupts
C9		RET	End of routine

Fig 4 Cathy s program

(The people who name these things must have some sense of humour!)

If IFF1 = 0 then do nothing
If IFF1 = 1 then Stack all registers onto the machine stack
CALL 0038 is executed — this does the following
Increment the system variable FRAMES
scan the keyboard updating the system variables KSTATE and LAST_K
POP all registers from the stack and carry on as before

The normal state of the flat IFF1 is one so that all programs machine code or BASIC are slowed down because the sub routine at 0038 is executed 50 times a second without our knowledge or consent With regard to music it means the ex act timing we require in order to produce square waves of the right wavelength will be totally wrong since we shall have no idea as to whether or when the interrupt routine will be carried out in any given cycle In order to overcome this problem it is necessary to reset IFF1 to zero so that the above sequence of events will not be carried out The instruction DI (Disable Inter rupts) is equivalent to saying LET IFF1 = 0 and so this then is the instruction we need

When the Spectrum in normal use waits for a key to be pressed what is *really* happen ing is that it is waiting for K_STATE to change Note that this can only happen if IFF1 = 1 for otherwise the subroutine at 0038 will never be called and the Spectrum will just sit there waiting forever while the poor old user can do nothing but gnash teeth and throw bricks at the television In order to pre vent this from happening EI (Enable Interrupts or LET IFF1 = 1) must be executed before returning to BASIC Any machine code program which runs while the interrupts are disabled may only scan the key board by using IN (FE) instruc tions or by CALLing KEY_SCAN *not* by examining K_STATE or LAST_K.

Figure 4 then is the final result Cathy s Program for the Spectrum Despite its lengthy appearance it is actually quite short and doesn t take very long to feed in at all To all musicians out there — behold your new in strument!

In my next article I shall con tinue on the theme of creativity but with attention turned toward the visual rather than the audial

Software selection

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Happy hunting!

Apologies

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MACHINE SPECIFICATIONS

ZX80

Dimensions
Width 174mm (6 85 in)
Depth 218mm (8 58 in)
Height 38 mm (1 5 in)
Weight 300g (10 5oz)

Microprocessor/Memory
Z80A 3 25 MHz clock
ROM 4K bytes containing BASIC
RAM 1K bytes internal, externally expandable to 16K bytes

Display
Requires an ordinary domestic black and white colour TV The lead supplied connects between the ZX80 and your TV's aerial socket The display organisation is 24 lines of 32 characters per line showing black characters on a white screen The ZX80 does not connect to a printer

Programming
Programs can be entered on the keyboard or loaded from cassette The ZX80 has automatic "wrap round" so lines of program can be any length but not multi-statement lines

Syntax check
The syntax of the entered line is checked character by character A syntax error cursor marks the first place the syntax breaks down if there is an error Once any errors have been edited out the syntax error cursor disappears Only syntax error free lines of code are accepted by the ZX80

Graphics
Total of 22 graphics symbols giving 48 x 64 pixels resolution consisting of 10 symbols plus space and inverses Includes symbols for drawing bar charts Under control of your BASIC program any character can be printed in reverse field

Editing
The line edit allows you to edit any line of program or input including statement numbers The edit and cursor control keys are EDIT, RUBOUT, HOME

Arithmetic
Arithmetic operators +,–,x, ÷ exponentiate Relational operators < > = , yielding 0 or – 1 Logical operators AND OR NOT yielding boolean result Relational operators also apply to strings ZX80 BASIC uses 16 bit two's complement arithmetic (± 32767)

Variables
Numeric variable names may be any length, must begin with a letter and consist of alphanumerics Every character in the name is compared thus an infinity of unique names is available

String variables may be assigned to or from, shortened but not concatenated String variable names are A$ – Z$ Strings do not require a dimension statement and can be any length

Arrays have a maximum dimension of 255 (256 elements) each Array names consist of a single letter A–Z
Control variable names in FOR NEXT loops consist of a single letter A–Z

Expression evaluator
The full expression evaluator is called whenever a constant or variable is encountered during program execution This allows you to use expressions in place of constants especially useful in GOTOs, GOSUBs FOR NEXT etc

Immediate mode
The ZX80 will function in the "calculator mode" by immediately executing a statement if it is not preceded with a line number

Cassette interface
Works with most domestic cassette recorders The transfer rate is 250 baud using a unique tape-recording format Other systems are not compatible with the ZX80's The ZX80 also SAVEs the variables as well as the program on cassette Therefore you can save the data for updating next time the program is executed The ZX80 does not support separate data files The lead supplied with the ZX80 is fitted with 3 5mm jack plugs

Expansion bus
At the rear has 8 data, 16 address, 13 control lines from the processor and 0v, 5v, 9 11v, 0 and internal memory control line These signals enable you to interface the ZX80 to your own electronics, PIO CTC, SIO if you want I/O ports etc

Power supply
The ZX80 requires approximately 400mA from 7–11v DC It has its own internal 5v regulator

TV standard
The ZX80 is designed to work with UHF TVs (channel 38)and is the version required for use in the United Kingdom The ZX80 USA is designed to work with a VHF TV(American channel 2 European channel 3) and is the version required for the American TV system also for countries without UHF

ZX81

Dimensions
Width 187mm (6 32 in)
Depth 175mm (8 80 in)
Height 40 mm (1 57 in)
Weight 350 gms (12 15 oz)

Microprocessor/Memory
Z80A 3 25 MHz clock
ROM Containing 8K BASIC interpreter
RAM 1K bytes internal externally expandable to 16K bytes

Keyboard
40 key touch-sensitive membrane Using function mode and single press key word system this gives the equivalent of 91 keys and also graphics mode allows an additional 20 graphical and 54 inverse video characters to be entered directly

Display
Requires an ordinary domestic black and white or colour TV The aerial lead supplied connects the ZX81 to the TV aerial socket The display is organised as 24 lines of 32 characters with black characters on a white background

Two mode speeds
The ZX81 can operate in two software selectable modes FAST and NORMAL FAST is ideal for really high speed computing In NORMAL mode however the ZX81 allows continuously moving, flicker free animated displays

Printer
The 8K ROM will permit instructions (LPRINT, LLIST and COPY) to drive the Sinclair ZX Printer

Programming
Programs can be entered via the keyboard or loaded from cassette Programs and data can be saved onto cassette so that they

are not lost when the ZX81 is turned off

Syntax check

The syntax of a line of program is checked on entry. A syntax error cursor marks the first place the syntax breaks down if there is an error. The syntax error cursor deappears when errors have been corrected. Only lines free from syntax errors will be entered into the program

Graphics

Apart from the 20 graphics characters, spece and its inverse, the display may also be divided into 64 x 44 pixels, each of which may be 'blacked' in or whited out under program control

Editing

A line editor allows you to edit any line of program or input, including program line numbers. Lines may be deleted, increased or decreased in size.

Arithmetic

Arithmetic operators + — x, , eaponentiate. Relational operators = < > > < < = >=, may compare string and arithmetic variables to yeild 0 (False) or 1(True). Logical operators AND OR NOT yield boolean results

Floating point numbers

Numbers are stored in 5 bytes in floating point binary form giving a range of ± 3 x 10 ⁻⁷⁷ to ± 7 x 10 ⁷⁶ accurate to 9½ decimal digits

Scientific functions

Natural logs/antilogs SIN COS TAN and their inverses;SQR ex

Variables

Numerical	any letter followed by alphanumerics
String	A$ to Z$
FOR NEXT loops	A–Z (loops may be nested to any depth
Numerical arrays	A–Z
String arrays	A$ to Z$

Arrays

Arrays may be multi dimensional with subscripts starting at 1

Expression evaluator

The full expression evaluator is called whenever an expression, constant or variable is encountered during program execution. This powerful feature allows use of expressions in place of constants and is especially useful in GOTO, GOSUB etc

Command mode

The ZX81 will execute statements immediately, enabling it to perform like a calculator

Cassette interface

Works using domestic cassette recorders. The transfer rate is 250 baud and uses a unique recording format not compatible with other systems. The ZX81 will save the data as well as the program to avoid the need to re-enter the data when the program is next loaded.

ZX81 will search through a tape for the required program)

The cassette leads supplied have 3.5 mm jack plugs

Expansion port

At the rear, this has the full data, address and control buses from the Z80A CPU as well as OV, +5V, +9V, Ø and the memory select lines. These signals enable you to interface the ZX81 to the Sinclair 16K RAM pack and ZX printer.

Power supply

The ZX81 requires approximately 420mA at 7–11V DC. It has its own internal 5V regulator. The ready assembled ZX81 comes complete with a power supply. The ZX81 kit does not include a power supply

TV standard

The ZX81 is designed to work with UHF TVs (channel 36) 625 lines

ZX SPECTRUM

Dimensions

Width 233 mm
Depth 144 mm
Height 30 mm

CPU/Memory

Z80A microprocessor running at 3.5 MHz. 16K byte ROM containing BASIC interpreter and operating system
16K byte RAM (plus optional 32K byte RAM on internal expansion board) or 48K byte RAM

Keyboard

40 key keyboard with upper and lower case with capitals lock feature. All BASIC words obtained by single keys, plus 16 graphics characters, 22 colour control codes and 21 user definable graphics characters. All keys have auto repeat

Display

Memory-mapped display of 256 pixels x 192 pixels, plus one attributes byte per character square, defining one of eight foreground colours, one of eight background colours, normal or extra brightness and flashing or steady. Screen border colour also settable to one of eight colours. Will drive a PAL UHF colour TV set or black and white set (which will give a scale of grey) on channel 36.

Sound

Internal loudspeaker can be operated over more than 10 octaves (actually 130 semitones) via basic BEEP command. Jack sockets at the rear of computer allow connections to external amplifier/speaker

Graphics

Point, line, circle and arc drawing commands in high resolution graphics
16 pre-defined graphics characters plus 21 user-definable graphics characters. Also functions to yield character at a given position, attribute at a given position (colours, brightness and flash) and whether a given pixel is set. Text may be written on the screen on 24 lines of 32 characters. Text and graphics may be freely mixed

Colours

Foreground and background colours, brightness and flashing are set by BASIC INK, PAPER, BRIGHT and FLASH commands. OVER may also be set, which performs an exclusive — or operation to overwrite any printing or plotting that is already on the screen. INVERSE will give inverse video printing. These six commands may be set globally to cover all further PRINT, PLOT, DRAW or CIRCLE commands, or locally within these commands to cover only the results of that command. They may also be set locally to cover text printed by an INPUT statement. Colour control codes, which may be accessed from the keyboard, may be inserted into text or program listing, and when displayed will override the globally set colours until another control code is encountered. Brightness and flashing codes may be inserted into program or text, similarly. Colour-control codes in a program listing have no effect on its execution. Border colour is set by a BORDER command. The eight colours available are black, blue, red, magneta, green, cyan, yellow and white. All eight colours may be present on the screen at once, with some areas flashing and others steady, and any area may be highlighted extra bright

Screen

The screen is divided into two sections. The top section — normally the first 22 lines — displays the program listing or the results of program or command execution. The bottom section — normally the last 2 lines — shows the command or program line currently being entered, or the program line currently being edited. It also shows the report messages. Full editing facilities of cursor left, cursor right, insert and delete (with auto-repeat facility) are available over this line. The bottom section will expand to accept a current line of up to 22 lines

Mathematical Operations And Functions

Arithmetic operations of + − × ÷ and raise to a power
Mathematical functions of sine, cosine, tangent and their inverses natural logs and exponentials, sign function, absolute value function, and integer function, square root function, random number generation, and pi.
Numbers are stored as five bytes of floating point binary — giving a range of $+3 \times 10^{-38}$ to $+7 \times 10^{38}$ accurate to 9½ decimal digits
Binary numbers may be entered directly with the BIN function = >, <, > = < = and < > may be used to compare string or arithmetic values or variables to yield 0 (false) or 1 (true). Logical operators AND, OR and NOT yield boolean results but will accept 0 (false) and any number (true)
User definable functions are defined using DEF FN, and called using FN. They may take up to 26 numeric and 26 string arguments, and may yield string or numeric results
There is a full DATA mechanism, using the commands READ DATA and RESTORE
A real time clock is obtainable

String Operations And Functions

Strings can be concatenated with + String variables or values may be compared with = > <, > =, < =, < > to give boolean results. String functions are VAL, VAL$, STR$ and LEN, CHR$ and CODE convert numbers to characters and vice versa using the ASCII code. A string slicing mechanism exists using the form a$ (x TO y)

Variable Names

Numeric — any string starting with a letter (upper and lower case are not distinguished between, and spaces are ignored)
String — A$ to Z$
FOR NEXT loops — A Z
Numeric arrays — A Z
String arrays — A$ to Z$
Simple variables and arrays with the same name are allowed and distinguished between

Arrays

Arrays may be multi-dimensional, with subscripts starting at 1
String arrays, technically character arrays, may have their last subscript omitted, yielding a string

Expression Evaluator

A full expression evaluator is called during program execution whenever an expression, constant or variable is encountered. This allows the use of expressions as arguments to GOTO, GOSUB etc
It also operates on commands allowing the ZX Spectrum to operate as a calculator

Cassette Interface

A tone leader is recorded before the information to overcome the automatic recording level fluctuations of some tape recorders, and a Schmitt trigger is used to remove noise on playback
All saved information is started with a header containing information as to its type, title, length and address information. Program, screens, blocks of memory, string and character arrays may all be saved separately
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The cassette interface runs at 1500 baud, through two 3.5 mm jack plugs

Expansion Port

This has the full data, address and control busses from the Z80A, and is used to interface to the ZX Printer, the RS232 and NET interfaces and the ZX Microdrives. IN and OUT commands give the I/O port equivalents of PEEK and POKE

ZX81 Compatibility

ZX81 BASIC is essentially a subset of ZX Spectrum BASIC. The differences are as follows
FAST and SLOW, the ZX Spectrum operates at the speed of the ZX81 in FAST mode with the steady display of SLOW mode, and does not include these commands
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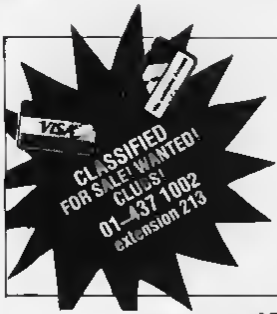
UNPLOT, the ZX Spectrum can unplot a pixel using PLOT OVER, and thus achieves unplot
Character set, the ZX Spectrum uses the ASCII character set, as opposed to the ZX81 non standard set



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AD INDEX

Artic	50	File Sixty	23	Nottingdale	34
Addictive Games	116	Gibbon JP	96	Print & Plotter	12
Adaptors and Eliminators	00	Hewson	59	Picturesque	72
Audio Computers	139	Haven	87	Phipps	6
Butler	82	Hilderbray	132	Quicksilva	140/121
Bi Pak	72	Impact	72	Richard Shepherd	43
C C S	97	J K Greye	102	Rosa Cassettes	22
Campbell Systems	121	Kuma	3	Soltek	35
Century Publishing	138	Linsac	73	Software Bank	102
Computerlock	51	Lovejoy	100	Stonechip	3
Cascade Software	52	Micropower	22	Silversoft	2
Cornell Software	80	McLotharian	6	Software Farm	51/132
Cheetah Marketing	117	Melbourne House	84	Software Supermarket	17
Computer Rentals	116	Moviedrome Video	22	Sinclair Research	38/39
Easternsoft	72	Memotech	46 47	Tasward	73
East London Robotics	131	Microware	23/52	Timedata	110
Educare	131	Microsphere	102	UTS	110
Fulcrum	117	Micro Game Simulations	121	University Computers	110
Fosberry AG	3	Mikrogen	97	V & H	95
Peter Furlong	82	Nimrod	131	Warp Factor 8	116
Foilkade	57	New Generation Software	132		

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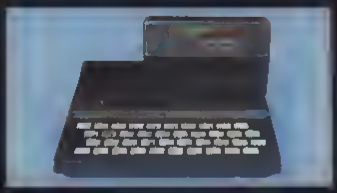

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